DISCOVER LEGO® TOY: MATEO WITH JETPACK!

LEGO DREAMZzz™

HAHAHA!
WE'RE GONNA SAVE THE DREAMLINGS FROM THESE CREEPY CLOWNS.
SPLAT!

LEGO® TOY:

MATEO WITH JETPACK!

BIZARRE COMIC

AWESOME POSTERS!

REVEALED!

Dangers of the Murky Realm!

IMMEDIATE MEDIA Co
DISCOVER: LEGO® DREAMZZZ
ISSUE 4 £4.50

Warning!
Choking hazard.
Small parts.

0-3 UK CA CE

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LEGO NINJAGO
DRAGONS RISING
KAI WOULD SWING INTO ACTION
WHAT WOULD YOU DO?
LEGO NINJAGO
DRAGONS RISING
9+
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NO-CHANCE!
YOU WANT TO READ THE LATEST ADVENTURES, SOLVE PUZZLES AND HELP THE NIGHT BUREAU? YOU'LL HAVE TO GET PAST ME FIRST! SO FORGET IT AND PUT THE MAGAZINE AWAY BEFORE IT'S TOO LATE, HAHAHA!

MY BURRITOS WILL HELP YOU FOCUS.

CONTENTS

4 Comic: Part 1
9 Drawing: Pizza
10 Comic: Part 2
17 Poster: Hourglass
18 Poster: Aerial Duel
22 Toy: High Flyer!
24 Game: Islands of Danger
26 Set: Space Chase
28 Puzzle: Training for Dream Chasers
29 Facts: Mysterious Beings
32 Test: Dream Chaser Type
33 Puzzle: Sandstorm
34 Preview: Z-Blob Mech

ENJOYING THE MAGAZINE?

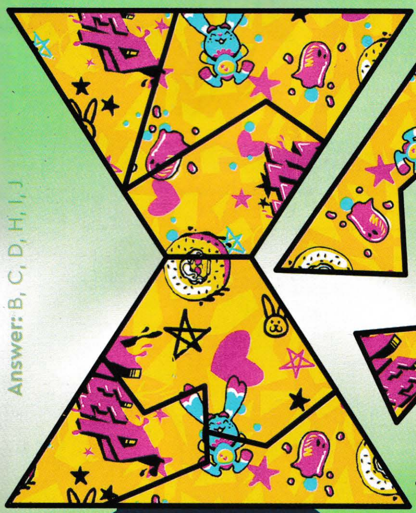
Have any **questions**, **requests** or **suggestions**? Then write to us – we would love to hear from you!

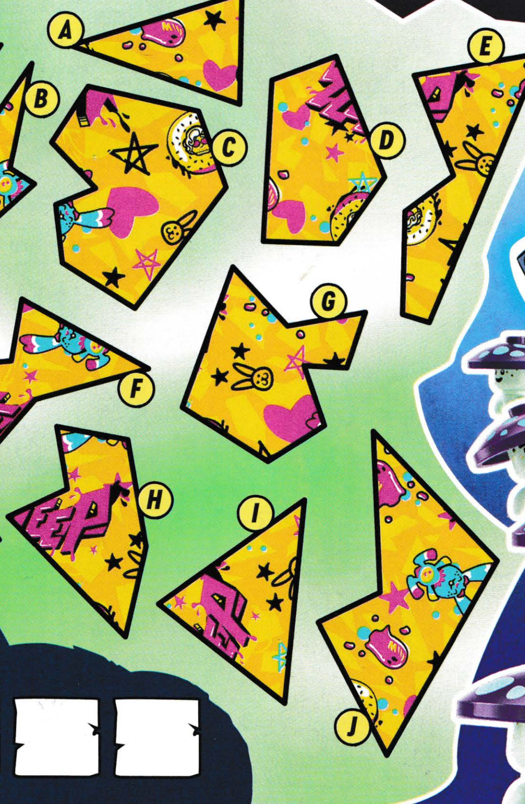
LEGO DREAMZzz magazine,
Immediate Media,
Vineyard House, 44 Brook Green,
London W6 7BT

Or email us at
LEGO.DREAMZzz@immediate.co.uk

BROKEN GLASS!

Which of the **pieces** of **shattered glass** can be put together to form the **hourglass** below? **Circle** the right pieces.




A
B
C
D
E
F
G
H
I
J

Answer: B, C, D, H, I, J

BONUS

The **right pieces of glass** can also be found throughout the **magazine**. Find them and enter the **page numbers** here.

☐ ☐ ☐ ☐ ☐ ☐

Answers on page 34.

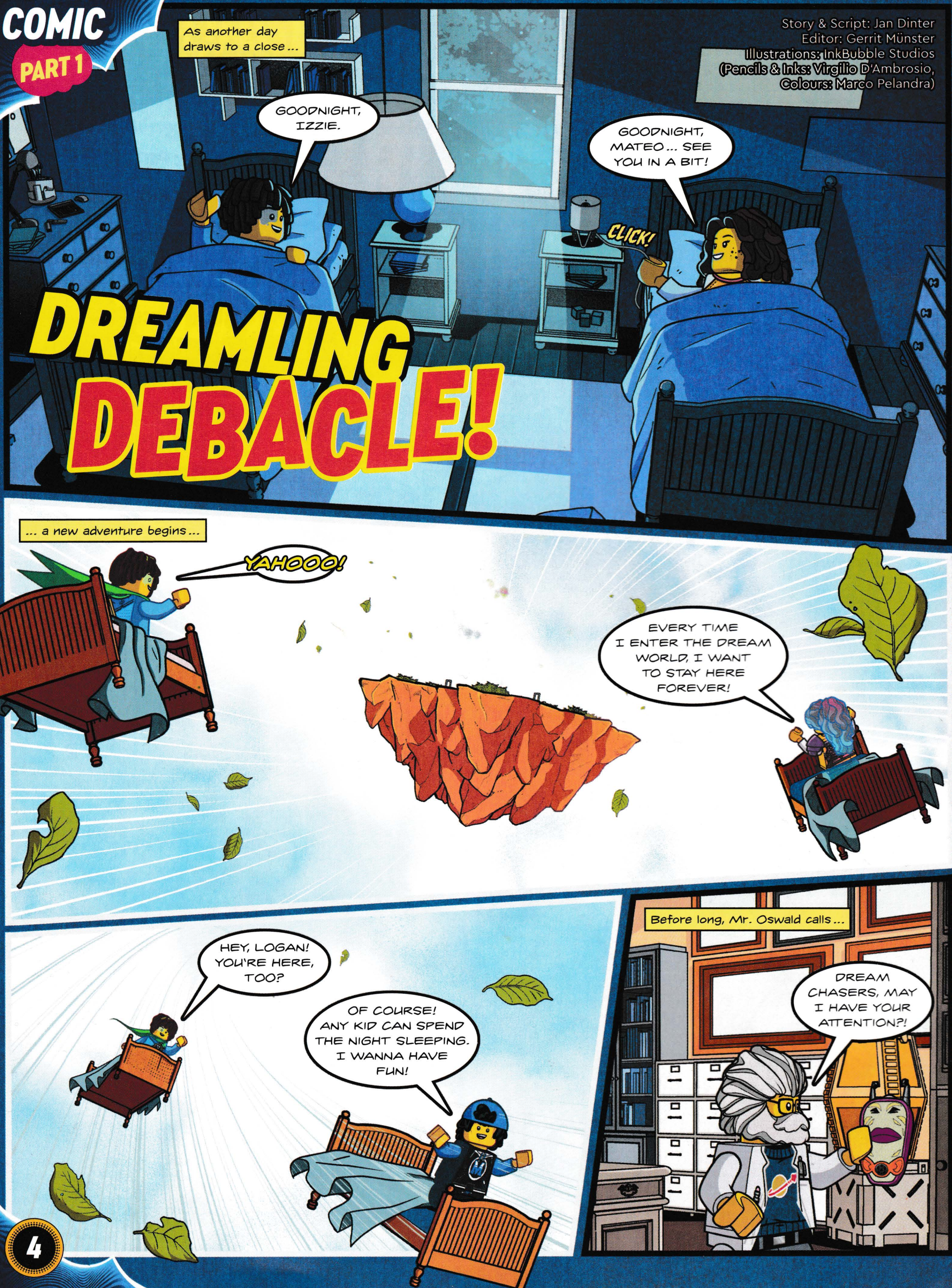
DREAM CRAFT

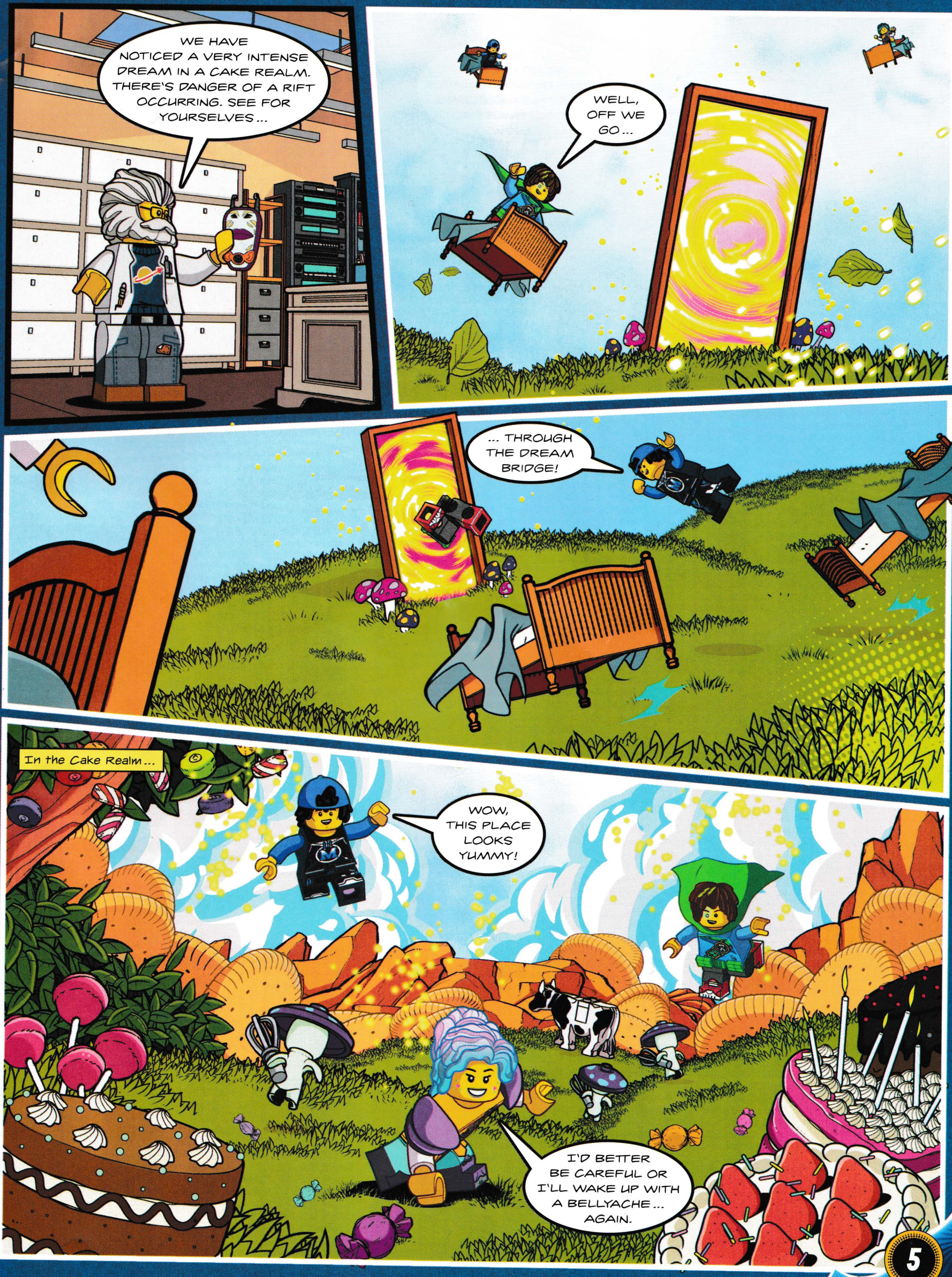
You'll find tasks throughout the magazine. They invite you to use your **LEGO® bricks** in a **creative** way. Unlock the power of your imagination and stop the nightmares!

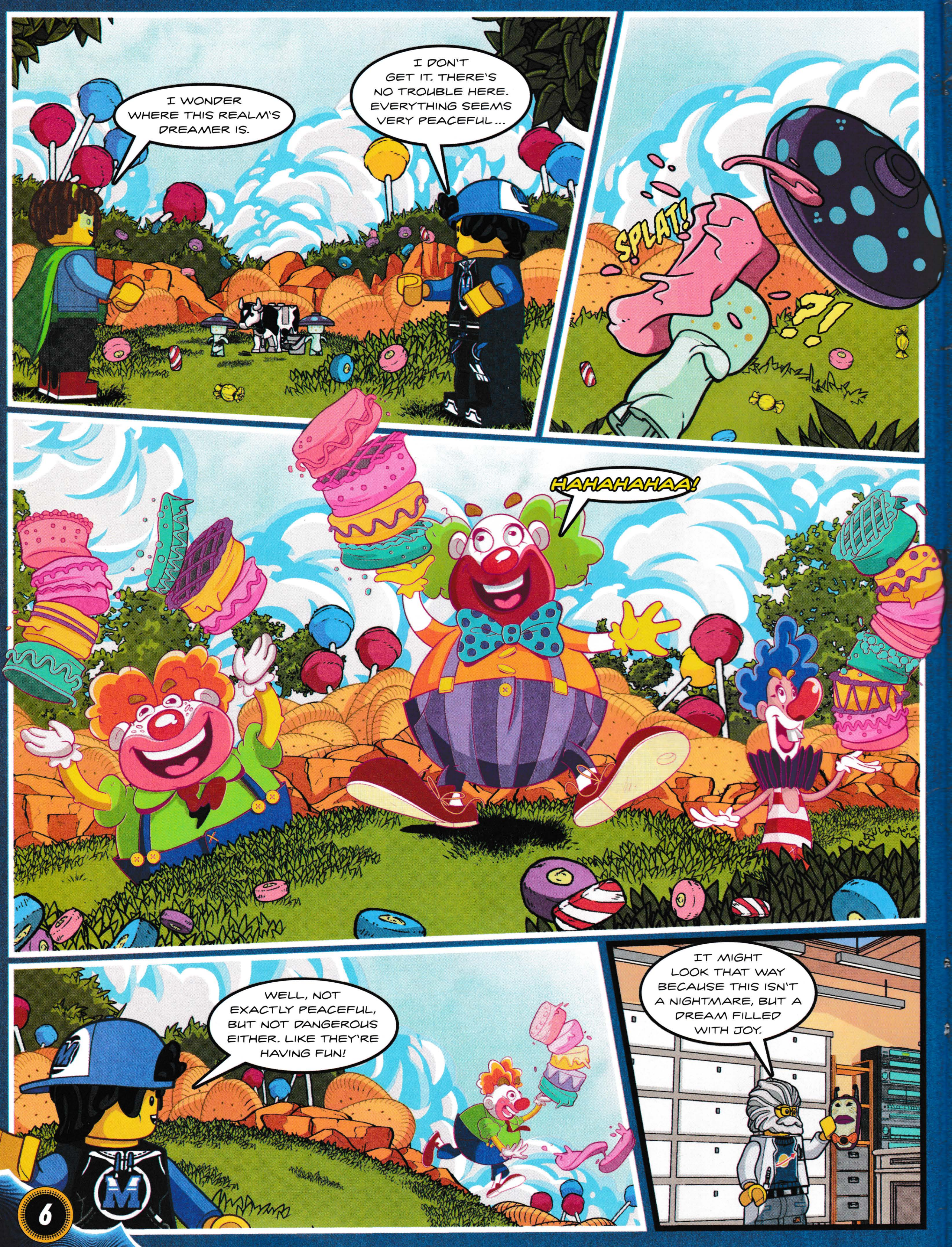
DREAMLING CHAOS IN THE COMIC!

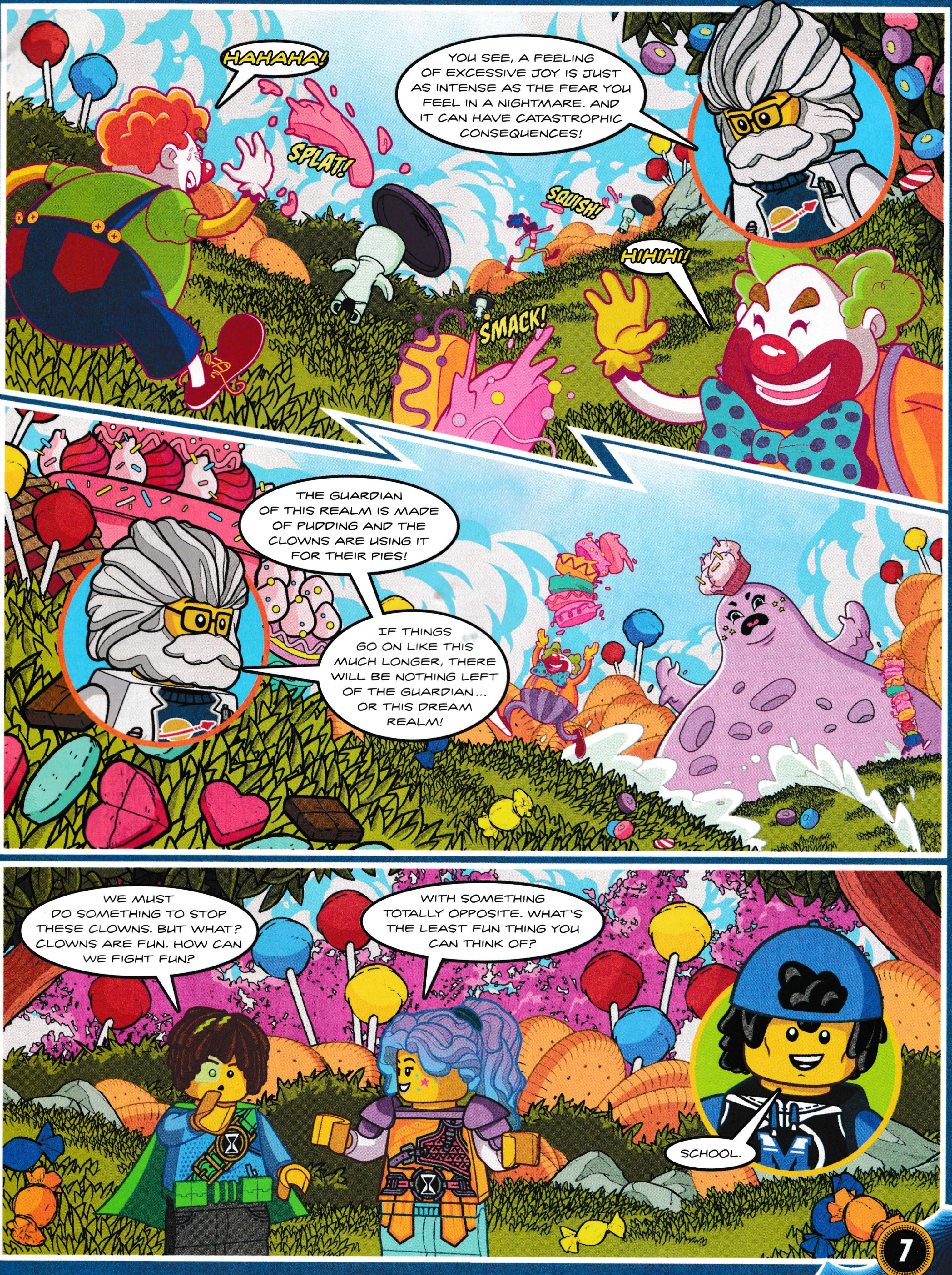
DREAMLING DEBACLE!

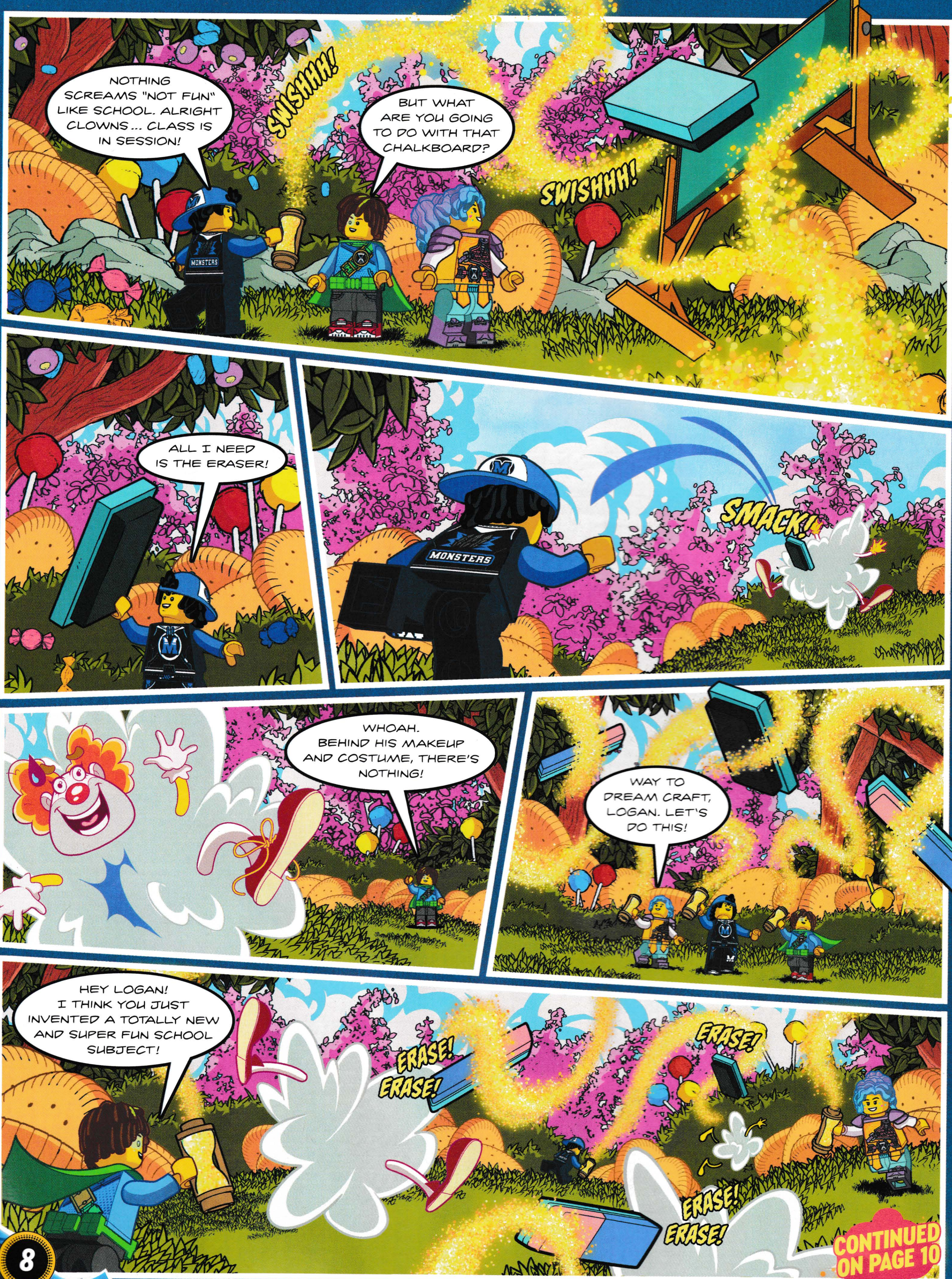
Story & Script: Jan Dinter
Editor: Gerrit Münster
Illustrations: InkBubble Studios
(Pencils & Inks: Virgilio D'Ambrosio,
Colours: Marco Pelandra)


As another day draws to a close ...
GOODNIGHT, IZZIE.
GOODNIGHT, MATEO ... SEE YOU IN A BIT!
CLICK!
... a new adventure begins ...
YAHOOO!
EVERY TIME I ENTER THE DREAM WORLD, I WANT TO STAY HERE FOREVER!
HEY, LOGAN! YOU'RE HERE, TOO?
OF COURSE! ANY KID CAN SPEND THE NIGHT SLEEPING. I WANNA HAVE FUN!
Before long, Mr. Oswald calls ...
DREAM CHASERS, MAY I HAVE YOUR ATTENTION?!


WE HAVE NOTICED A VERY INTENSE DREAM IN A CAKE REALM. THERE'S DANGER OF A RIFT OCCURRING. SEE FOR YOURSELVES...
WELL, OFF WE GO...
... THROUGH THE DREAM BRIDGE!
In the Cake Realm...
WOW, THIS PLACE LOOKS YUMMY!
I'D BETTER BE CAREFUL OR I'LL WAKE UP WITH A BELLYACHE... AGAIN.


I WONDER WHERE THIS REALM'S DREAMER IS.
I DON'T GET IT. THERE'S NO TROUBLE HERE. EVERYTHING SEEMS VERY PEACEFUL...
SPLAT!
?!
HAHAHAHAA!
WELL, NOT EXACTLY PEACEFUL, BUT NOT DANGEROUS EITHER. LIKE THEY'RE HAVING FUN!
IT MIGHT LOOK THAT WAY BECAUSE THIS ISN'T A NIGHTMARE, BUT A DREAM FILLED WITH JOY.

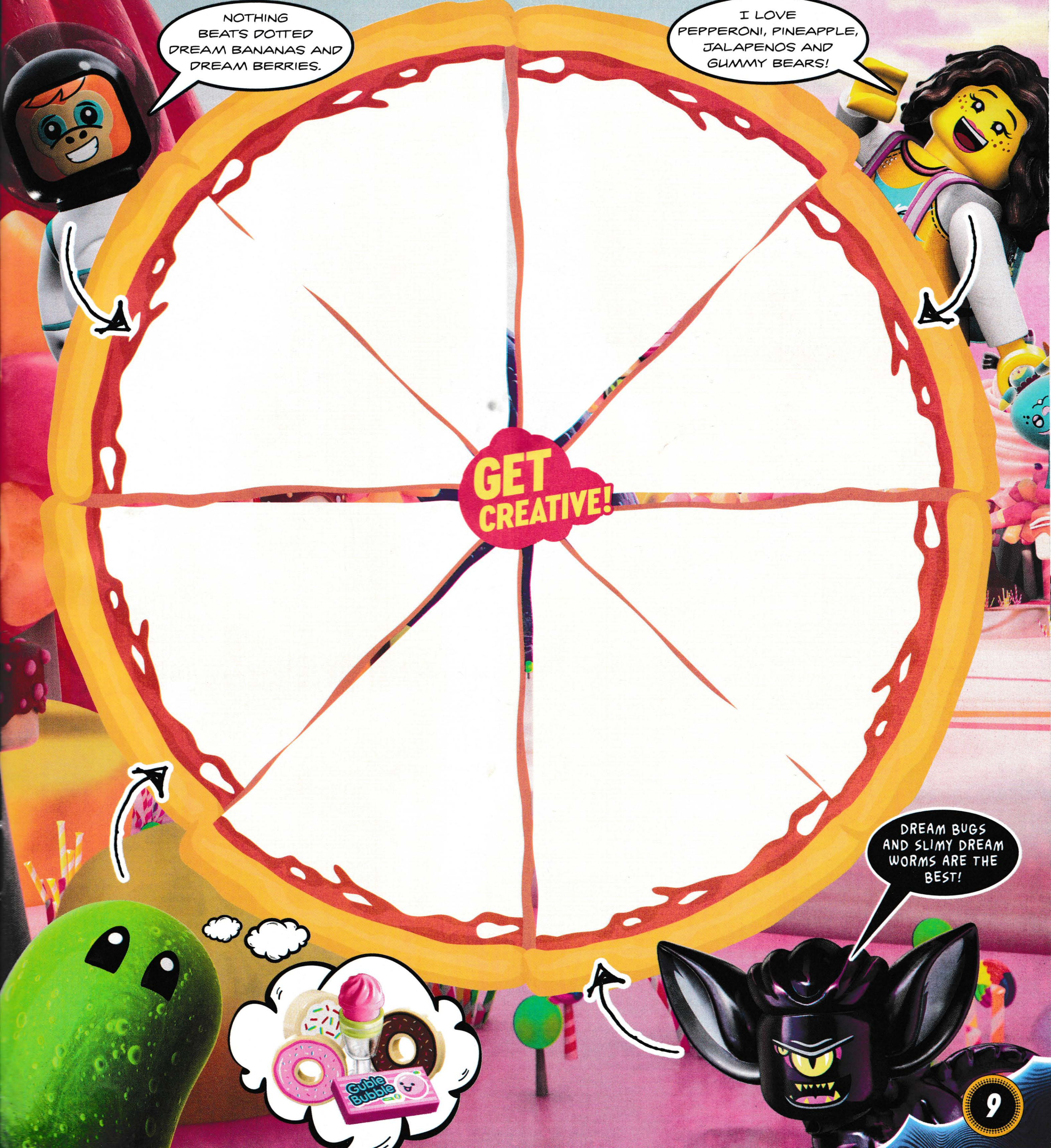

HAHAHA!
SPLAT!
YOU SEE, A FEELING OF EXCESSIVE JOY IS JUST AS INTENSE AS THE FEAR YOU FEEL IN A NIGHTMARE. AND IT CAN HAVE CATASTROPHIC CONSEQUENCES!
SQUISH!
HIHIHI!
SMACK!
THE GUARDIAN OF THIS REALM IS MADE OF PUDDING AND THE CLOWNS ARE USING IT FOR THEIR PIES!
IF THINGS GO ON LIKE THIS MUCH LONGER, THERE WILL BE NOTHING LEFT OF THE GUARDIAN... OR THIS DREAM REALM!
WE MUST DO SOMETHING TO STOP THESE CLOWNS. BUT WHAT? CLOWNS ARE FUN. HOW CAN WE FIGHT FUN?
WITH SOMETHING TOTALLY OPPOSITE. WHAT'S THE LEAST FUN THING YOU CAN THINK OF?
SCHOOL.

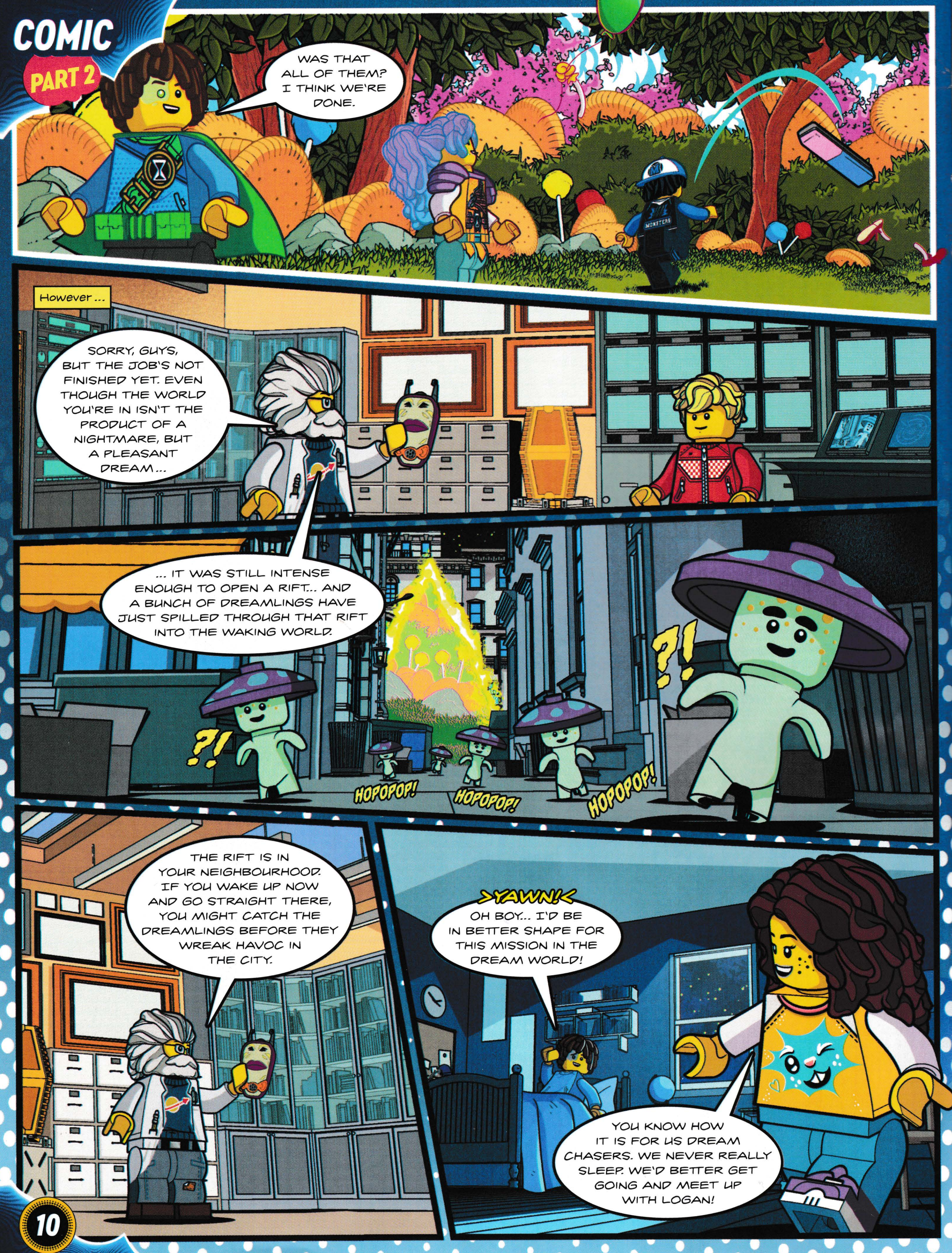

NOTHING SCREAMS "NOT FUN" LIKE SCHOOL. ALRIGHT CLOWNS... CLASS IS IN SESSION!
SWISHHH!
BUT WHAT ARE YOU GOING TO DO WITH THAT CHALKBOARD?
SWISHHH!
MONSTERS
ALL I NEED IS THE ERASER!
MONSTERS
SMACK!
WHOAH. BEHIND HIS MAKEUP AND COSTUME, THERE'S NOTHING!
WAY TO DREAM CRAFT, LOGAN. LET'S DO THIS!
HEY LOGAN! I THINK YOU JUST INVENTED A TOTALLY NEW AND SUPER FUN SCHOOL SUBJECT!
ERASE!
ERASE!
ERASE!
ERASE!
ERASE!

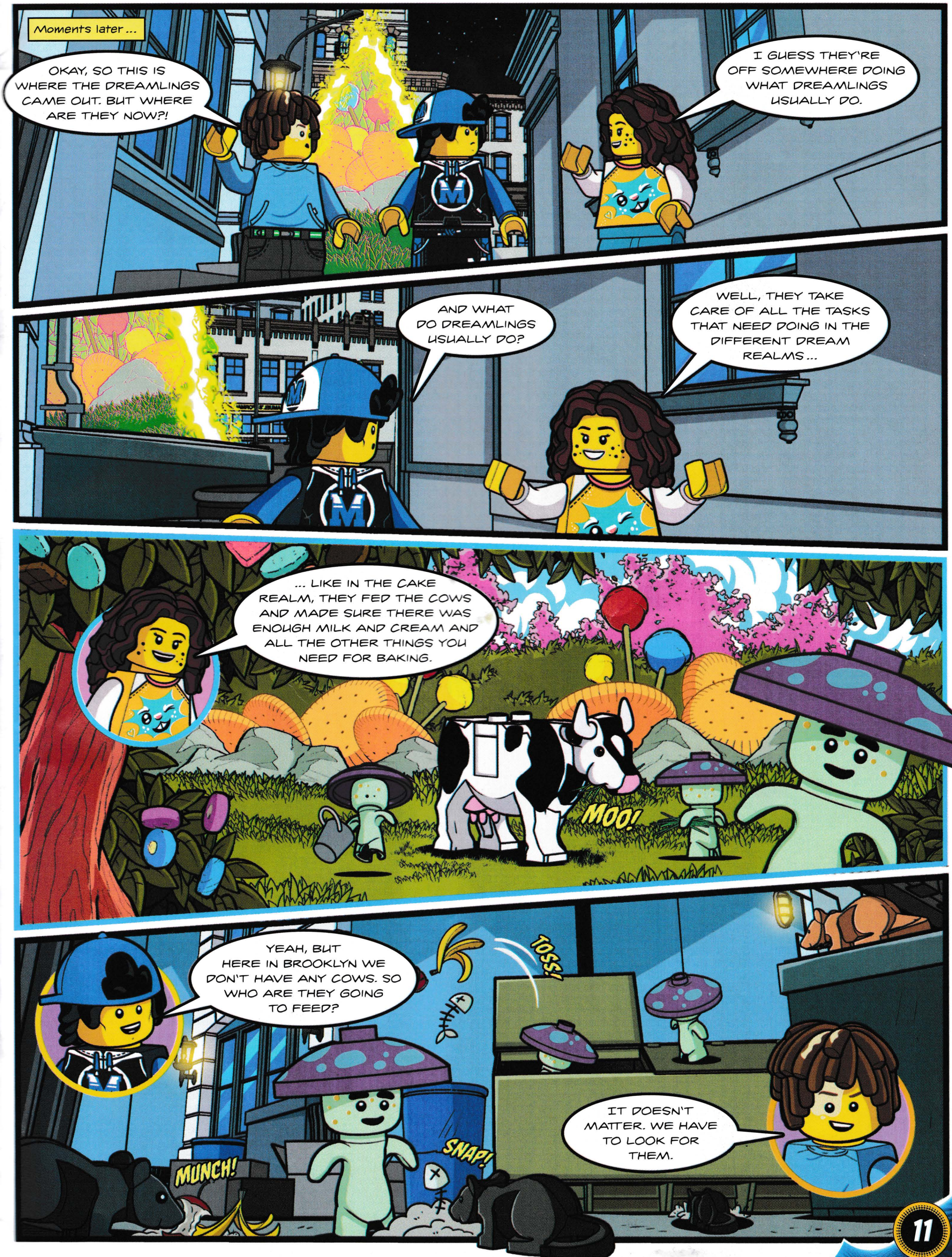
CONTINUED ON PAGE 10

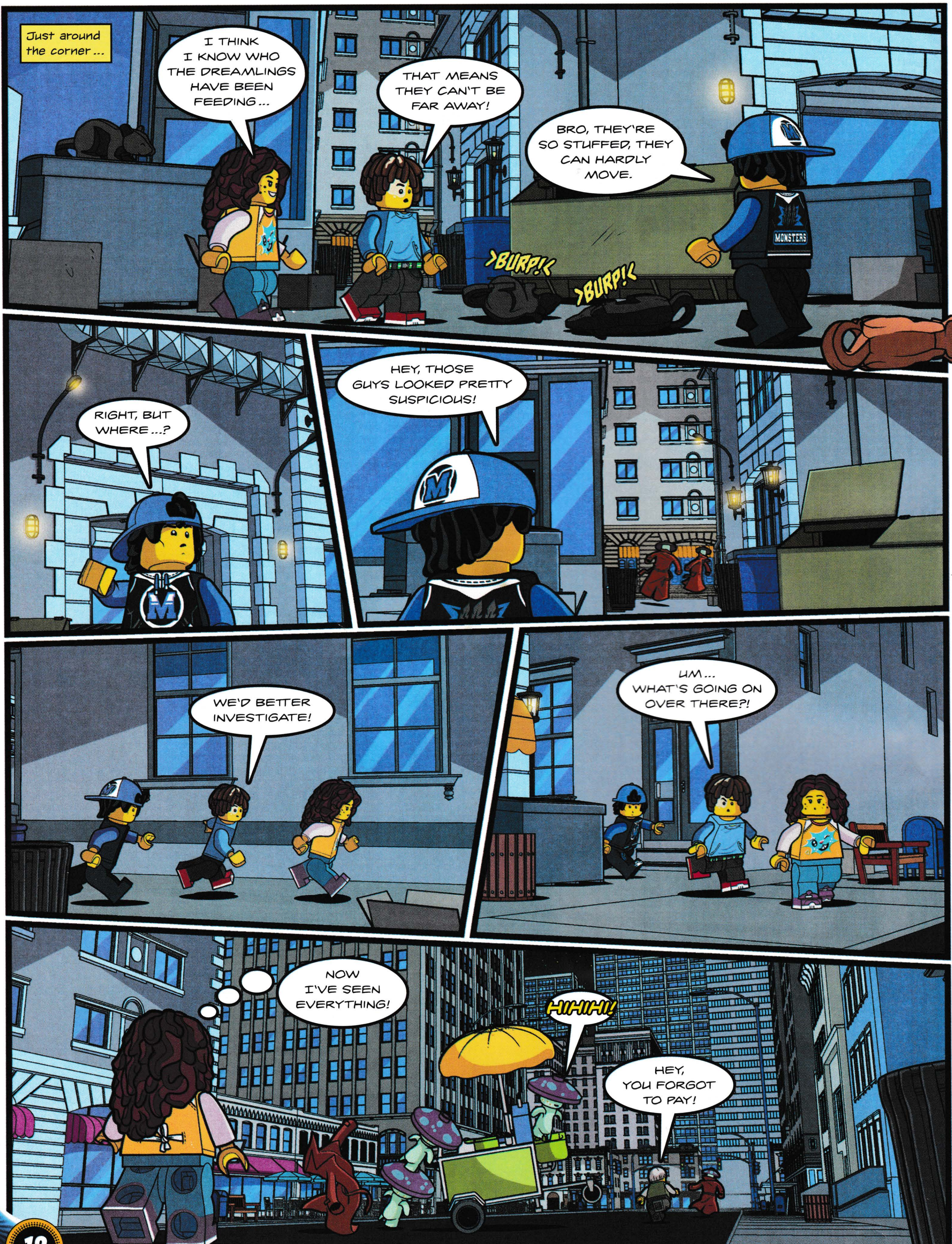
PERFECT PIZZA PARTY

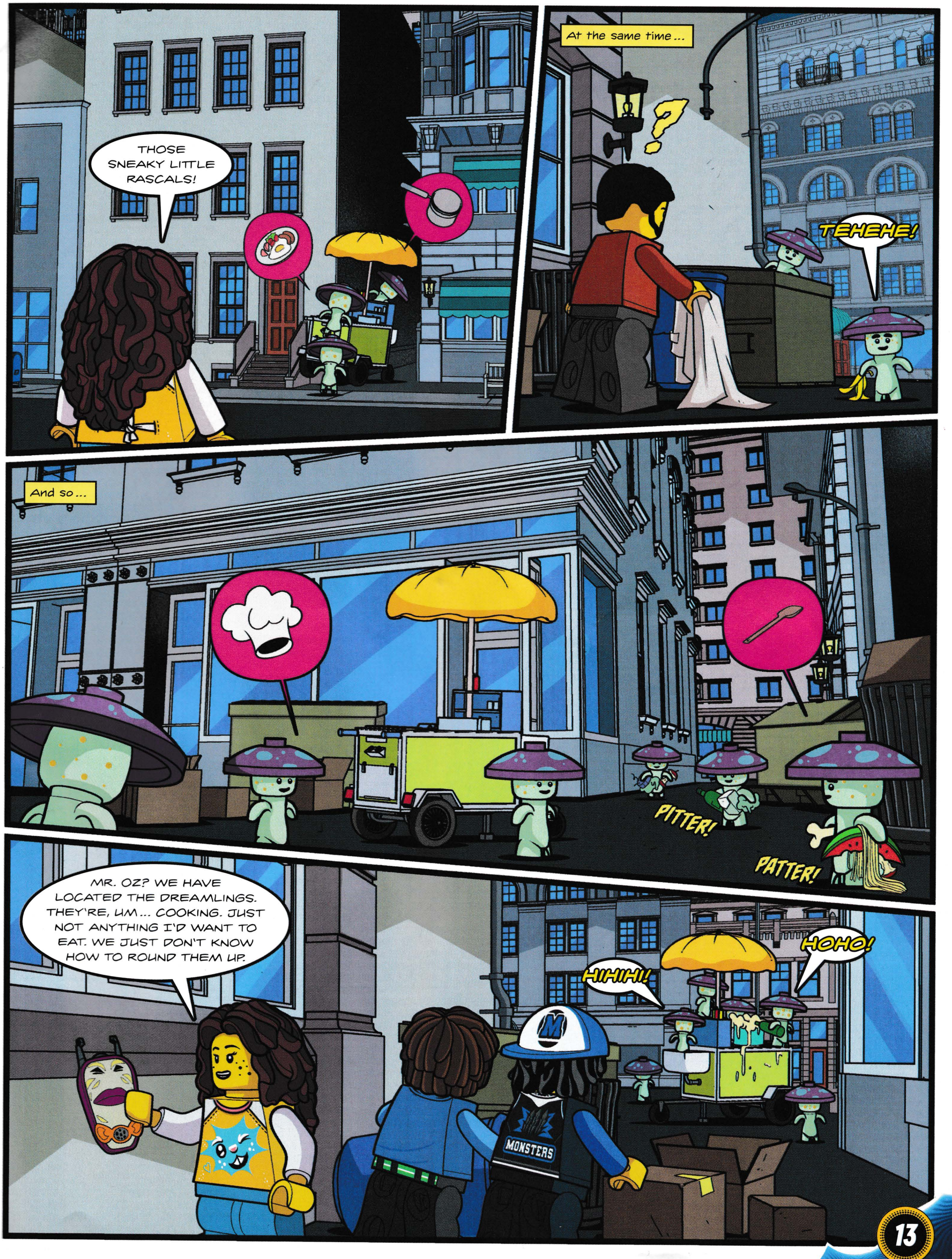
Unfortunately, **Albert**, **Sneak**, **Izzie** and **Z-Blob** were all dreaming about creating a **gigantic pizza** at the same time. Now they have to share! Take out your pens and draw a **perfect slice** for each one of them according to their preferences, then create four perfect slices for yourself or your friends and family.

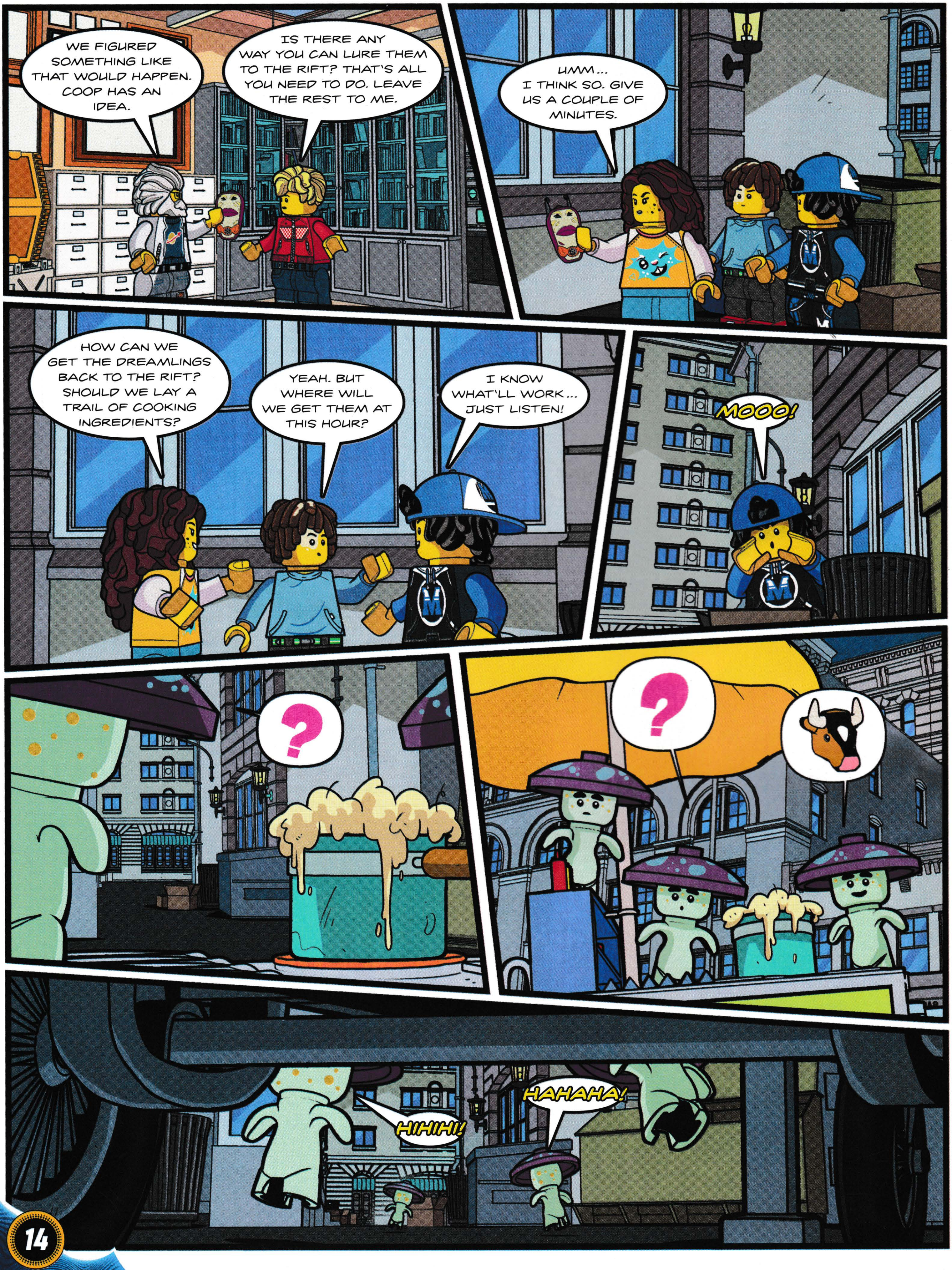

NOTHING BEATS DOTTED DREAM BANANAS AND DREAM BERRIES.
I LOVE PEPPERONI, PINEAPPLE, JALAPENOS AND GUMMY BEARS!
GET CREATIVE!
DREAM BUGS AND SLIMY DREAM WORMS ARE THE BEST!
Guble Bubble

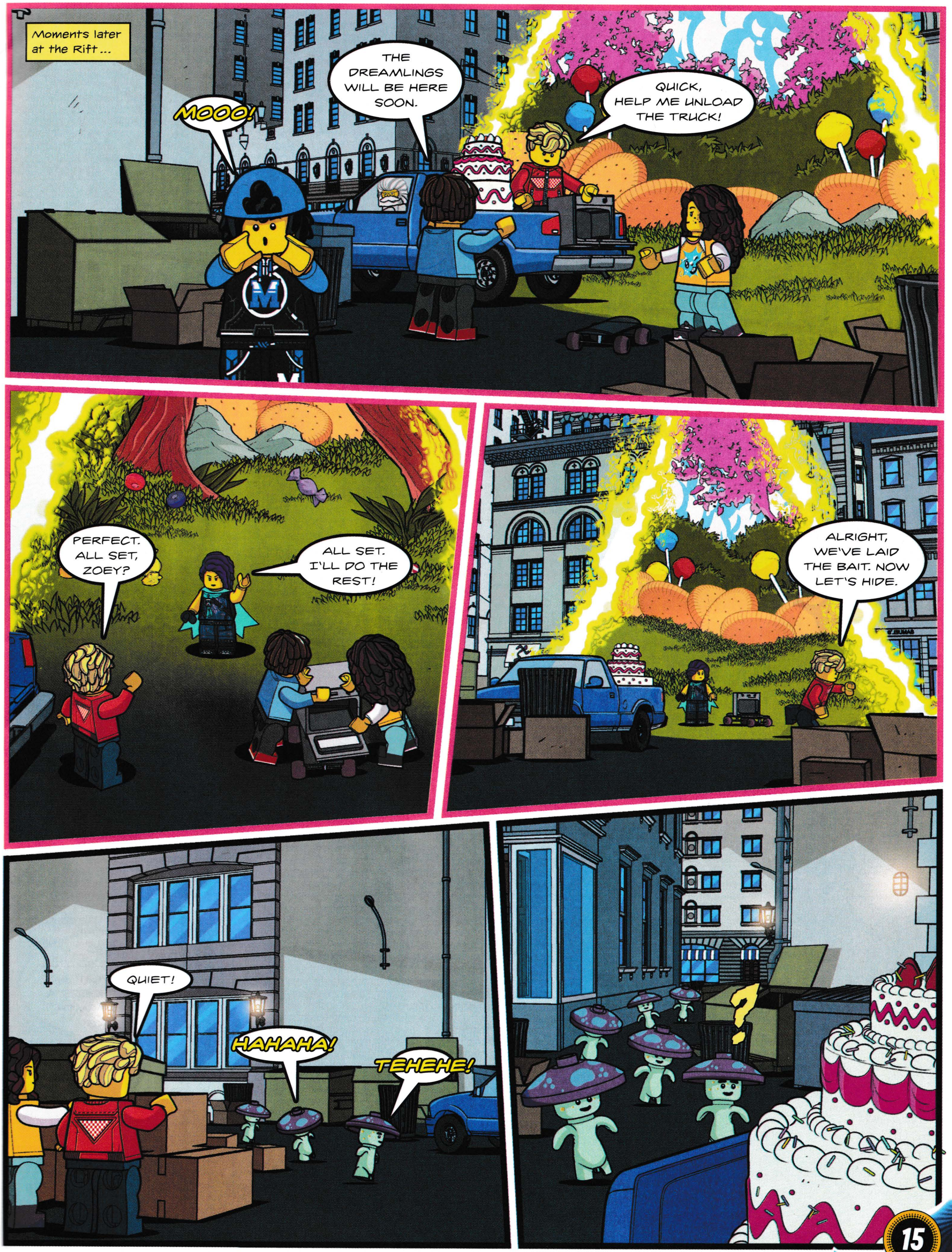

WAS THAT ALL OF THEM? I THINK WE'RE DONE.
However ...
SORRY, GUYS, BUT THE JOB'S NOT FINISHED YET. EVEN THOUGH THE WORLD YOU'RE IN ISN'T THE PRODUCT OF A NIGHTMARE, BUT A PLEASANT DREAM ...
... IT WAS STILL INTENSE ENOUGH TO OPEN A RIFT... AND A BUNCH OF DREAMLINGS HAVE JUST SPILLED THROUGH THAT RIFT INTO THE WAKING WORLD.
?!
?!
HOPOPOP!
HOPOPOP!
HOPOPOP!
THE RIFT IS IN YOUR NEIGHBOURHOOD. IF YOU WAKE UP NOW AND GO STRAIGHT THERE, YOU MIGHT CATCH THE DREAMLINGS BEFORE THEY WREAK HAVOC IN THE CITY.
>YAWN!<
OH BOY... I'D BE IN BETTER SHAPE FOR THIS MISSION IN THE DREAM WORLD!
YOU KNOW HOW IT IS FOR US DREAM CHASERS. WE NEVER REALLY SLEEP. WE'D BETTER GET GOING AND MEET UP WITH LOGAN!

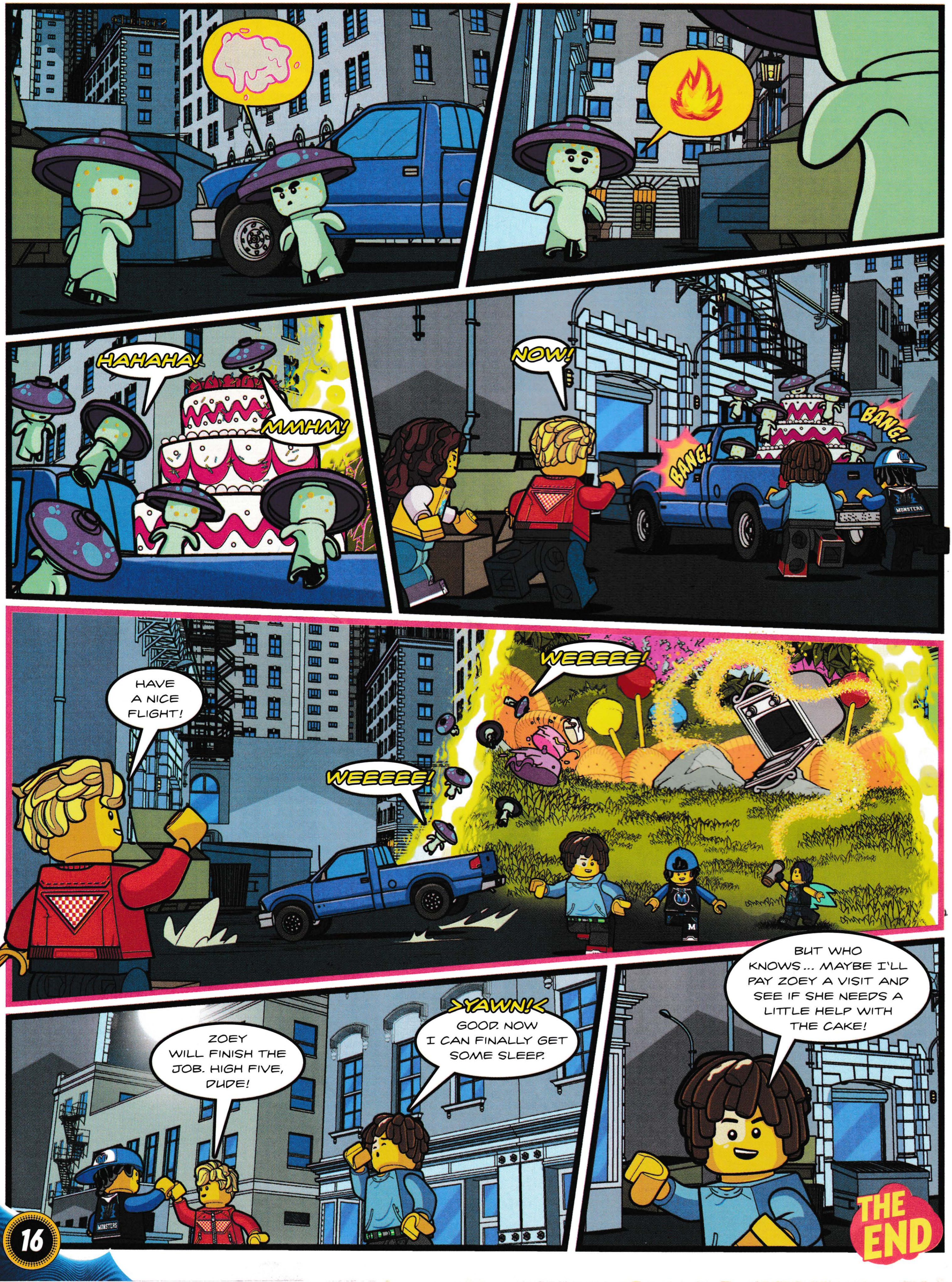

Moments later ...
OKAY, SO THIS IS WHERE THE DREAMLINGS CAME OUT. BUT WHERE ARE THEY NOW?!
I GUESS THEY'RE OFF SOMEWHERE DOING WHAT DREAMLINGS USUALLY DO.
AND WHAT DO DREAMLINGS USUALLY DO?
WELL, THEY TAKE CARE OF ALL THE TASKS THAT NEED DOING IN THE DIFFERENT DREAM REALMS ...
... LIKE IN THE CAKE REALM, THEY FED THE COWS AND MADE SURE THERE WAS ENOUGH MILK AND CREAM AND ALL THE OTHER THINGS YOU NEED FOR BAKING.
MOO!
YEAH, BUT HERE IN BROOKLYN WE DON'T HAVE ANY COWS. SO WHO ARE THEY GOING TO FEED?
TOSS!
IT DOESN'T MATTER. WE HAVE TO LOOK FOR THEM.
SNAP!
MUNCH!


Just around the corner ...
I THINK I KNOW WHO THE DREAMLINGS HAVE BEEN FEEDING ...
THAT MEANS THEY CAN'T BE FAR AWAY!
BRO, THEY'RE SO STUFFED, THEY CAN HARDLY MOVE.
>BURP!<
>BURP!<
RIGHT, BUT WHERE ...?
HEY, THOSE GUYS LOOKED PRETTY SUSPICIOUS!
WE'D BETTER INVESTIGATE!
UM ... WHAT'S GOING ON OVER THERE?!
NOW I'VE SEEN EVERYTHING!
HIHIHI!
HEY, YOU FORGOT TO PAY!
MONSTERS


THOSE SNEAKY LITTLE RASCALS!
At the same time …
TEHEHE!
And so …
PITTER!
PATTER!
MR. OZ? WE HAVE LOCATED THE DREAMLINGS. THEY'RE, UM … COOKING. JUST NOT ANYTHING I'D WANT TO EAT. WE JUST DON'T KNOW HOW TO ROUND THEM UP.
HIHIHI!
HOHO!
MONSTERS

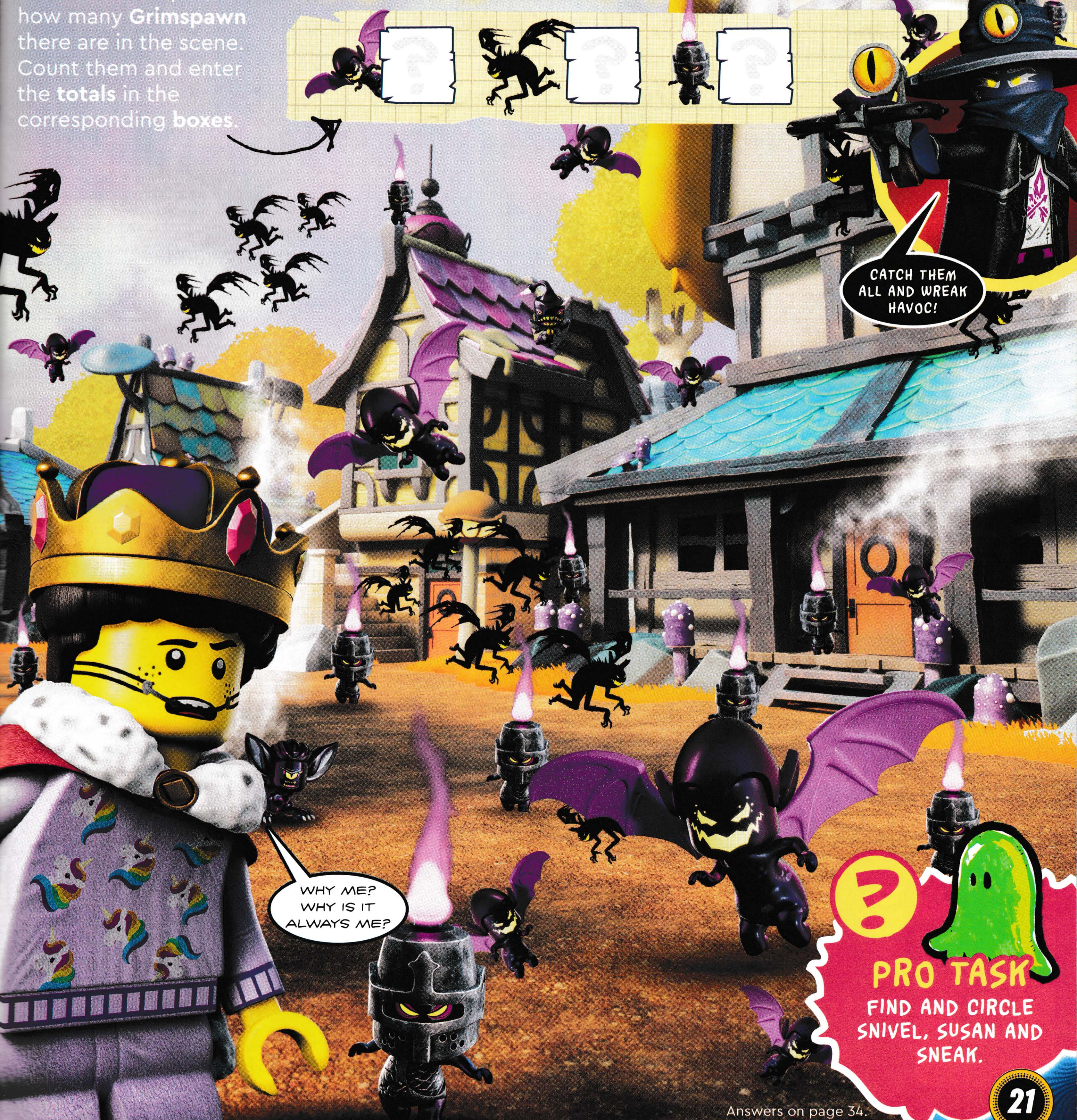

WE FIGURED SOMETHING LIKE THAT WOULD HAPPEN. COOP HAS AN IDEA.
IS THERE ANY WAY YOU CAN LURE THEM TO THE RIFT? THAT'S ALL YOU NEED TO DO. LEAVE THE REST TO ME.
UMM... I THINK SO. GIVE US A COUPLE OF MINUTES.
HOW CAN WE GET THE DREAMLINGS BACK TO THE RIFT? SHOULD WE LAY A TRAIL OF COOKING INGREDIENTS?
YEAH. BUT WHERE WILL WE GET THEM AT THIS HOUR?
I KNOW WHAT'LL WORK... JUST LISTEN!
MOOO!
?
?
HIHIHI!
HAHAHA!


Moments later at the Rift ...
MOOO!
THE DREAMLINGS WILL BE HERE SOON.
QUICK, HELP ME UNLOAD THE TRUCK!
PERFECT. ALL SET, ZOEY?
ALL SET. I'LL DO THE REST!
ALRIGHT, WE'VE LAID THE BAIT. NOW LET'S HIDE.
QUIET!
HAHAHA!
TEHEHE!
?


HAHAHA!
MMHM!
NOW!
BANG!
BANG!
HAVE A NICE FLIGHT!
WEEEEEE!
WEEEEEE!
ZOEY WILL FINISH THE JOB. HIGH FIVE, DUDE!
>YAWN!<
GOOD. NOW I CAN FINALLY GET SOME SLEEP.
BUT WHO KNOWS... MAYBE I'LL PAY ZOEY A VISIT AND SEE IF SHE NEEDS A LITTLE HELP WITH THE CAKE!
THE END

ATTACK OF THE GRIMSPAWN!

The fairytale village is under attack and **Jayden** is caught in the middle. As the Dream Chaser on site, you must tell headquarters how many **Grimspawn** there are in the scene. Count them and enter the **totals** in the corresponding **boxes**.


?
?
?
CATCH THEM ALL AND WREAK HAVOC!
WHY ME? WHY IS IT ALWAYS ME?

PRO TASK

FIND AND CIRCLE SNIVEL, SUSAN AND SNEAK.

Answers on page 34.

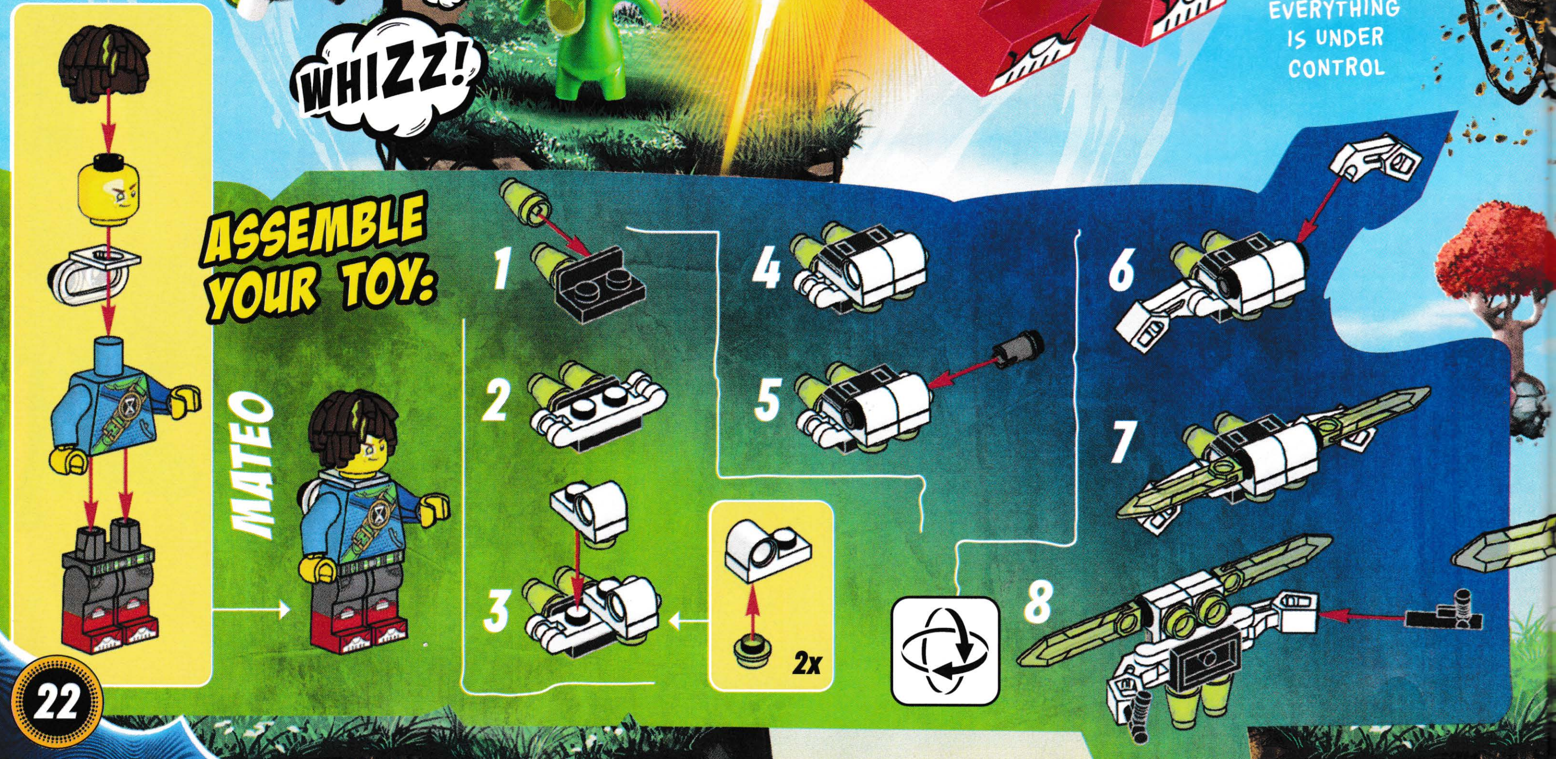
HIGH FLYER!

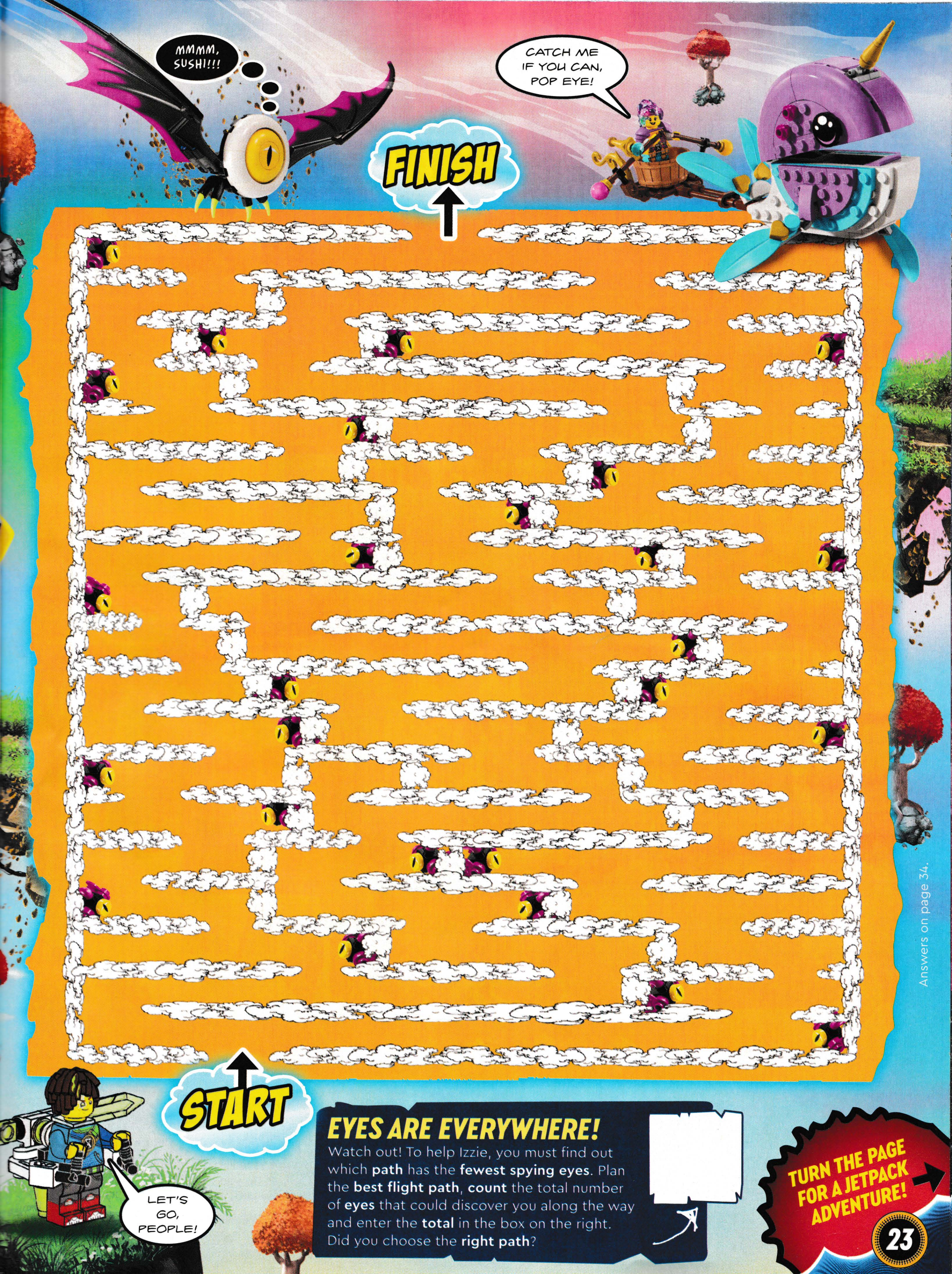
Dreams are **heavenly** and in the Dream World, travelling **by air** is really **important** – but creepy creatures like to fly, too. Izzie is being followed by a beastly eye with scary wings. Get Mateo **ready** with his Jetpack and help him come to Izzie's aid by guiding him through the **cloud labyrinth**.

AERIAL DUO

Mateo often uses his **buddy Z-Blob** while dreamcrafting to make the most **ingenious aircraft**. His Jetpack also utilizes the green power of Z-Blob.

WINGS: IN Z-BLOB GREEN
UP, UP.. AND INTO THE DREAM WORLD'S CLOUDIEST LABYRINTH.
QUAD-COPTER
JETS: DRIVEN BY DREAM SAND
JOYSTICK: EVERYTHING IS UNDER CONTROL
WHIZZ!


ASSEMBLE YOUR TOY:
MATEO
1
2
3
2x
4
5
6
7
8


MMMM, SUSHI!!!
CATCH ME IF YOU CAN, POP EYE!
FINISH
START
LET'S GO, PEOPLE!

EYES ARE EVERYWHERE!

Watch out! To help Izzie, you must find out which **path** has the **fewest spying eyes**. Plan the **best flight path**, **count** the total number of **eyes** that could discover you along the way and enter the **total** in the box on the right. Did you choose the **right path**?

Answers on page 34.

TURN THE PAGE FOR A JETPACK ADVENTURE!

ISLANDS OF

Z-BLOB, ROPE MODE! LET'S GET THIS ADVENTURE STARTED.

HOW TO PLAY

The game can be played **alone** or **with several players** (see rules on the right page).

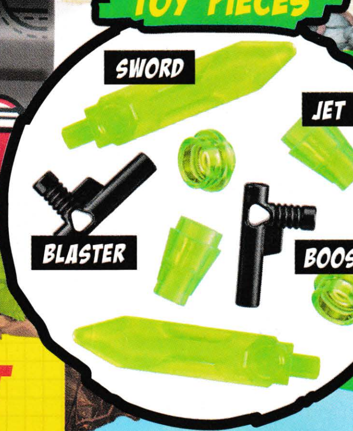
To start, you must do the following:

- Place the **pieces** of your toy inside the **circle** on the lower left as indicated.
- Place **Mateo** and any **additional figures** on the space marked **START**.
- Carry out the following **ACTIONS**.

ACTIONS

1. First, you have to **complete the indicated task** by rolling one ore more dice. If you were **successful**, continue with action **2**. If you **failed**, continue with action **3**.
2. Move on to the next island and roll again. If it is a **6**, choose a **Power-Up** to fit on your minifigure. ***Note:*** *You can only use as many Power-Ups as can fit on your minifigure. You may not use Power-Ups for this roll.*
3. **Go back** one island. If it's the start, stay there. **Complete the task** on your new position next round.

TOY PIECES



POWER-UPS

SWORD: Use it to turn one dice onto the opposite side.

JET: Use it to subtract 1 from the total shown on the dice.

BLASTER: Use it to add 1 to the total shown on the dice.

BOOSTER: You may roll one dice again.

TIP: By putting two items together, you can combine their effects.

1. START

Roll a **6** to start your adventure. You have **three chances**.

5. SNIVEL AND SNEAK

Roll any number twice. You have four chances.

2. SUSAN ATTACKS

You must escape Susan by rolling a 1, 2 or 3.

3. NOVA'S RESCUE

A 5 or 6 breaks open the cage! You have two tries!

4. JAYDEN'S RESCUE

With two rolls, roll a total value of eight – for eight creepy legs!

6. DREAMLING TURBO

Without rolling, choose any Power-Up you want. If there are any left!

Toy photos: Stefan Heilemann

DANGER!

Attention! **Grimspawn** have **stolen** Mateo's **Jetpack** and carried it away to the Nightmare King. You can help the Dream Chasers **get it back**. Luckily the careless grimspawn lost some **helpful pieces** along the way.

WHAT YOU NEED:

- At least one dice
- Your toy from this magazine

THANKS! NOW I AM READY FOR TAKE-OFF!

12. FINISH

Put the **Jetpack** back **together** and be on your way!

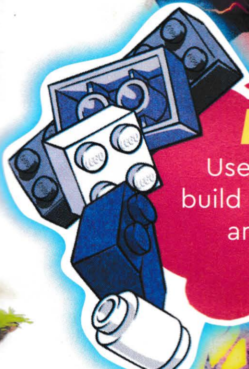
DON'T WASTE YOUR TIME TRYING TO DEFEAT ME!

11. SHOWDOWN WITH THE NIGHTMARE KING

The only way to take the Jetpack away from the Nightmare King is to roll each number on the dice (1, 2, 3, 4, 5, 6) at least once – but you only have six chances! Use your Power-Ups!

10. JAYDEN AGAIN

It's always Jayden, right? This time, roll a 4 twice. You have four tries!



DREAMCRAFT

Use your **LEGO® bricks** to build a chain of **dream islands** and imagine your own adventure there!

9. MEMORY CHALLENGE

Roll the dice three times and note the numbers you rolled. Now, roll each of those numbers again. You have five chances!

RULES FOR SEVERAL PLAYERS

- To play the game with **more than one player,** you will need enough **LEGO® figures**.
- The **youngest player** gets Mateo and **goes first**.
- Once a player has completed the actions, play continues in a **clockwise** direction.
- The first player to **defeat the Nightmare King** is the **winner**.

7. NIGHT HUNTER BLOCKADE

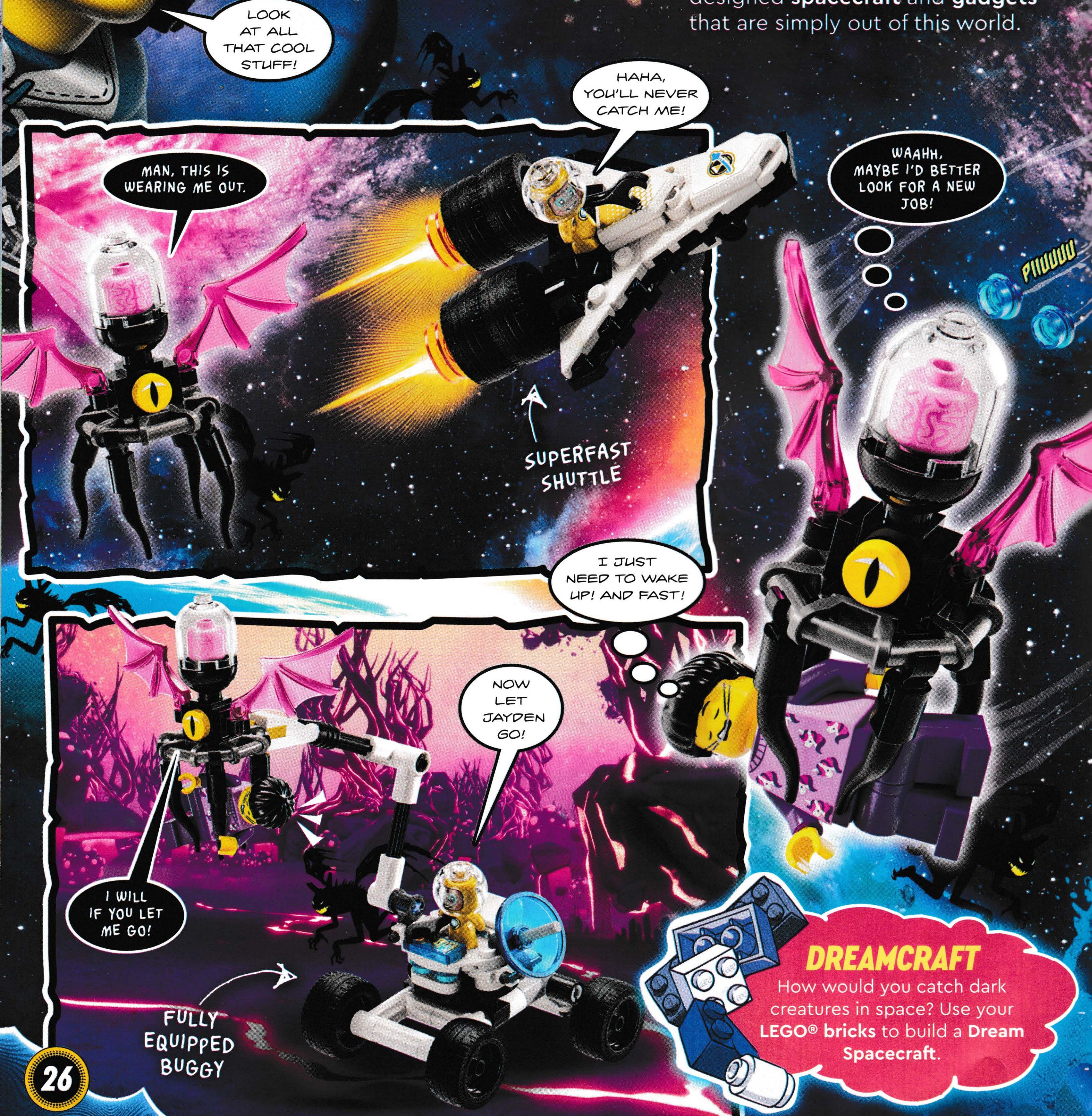
To get past the Night Hunter, you need to roll a 6 twice. You have three tries!

8. GRIMKEEPER TRAP

Help Cooper escape by rolling a 2, 4 and 6 at least once each. This time, you have four tries!

FAR OUT SPACE CHASE!

As head of the Night Bureau, **Mr. Oz** must be ready for anything. That includes the vast expanses of **Dream Space**. For hunting **nightmare creatures**, he and **Albert** have designed **spacecraft** and **gadgets** that are simply out of this world.


LOOK AT ALL THAT COOL STUFF!
MAN, THIS IS WEARING ME OUT.
HAHA, YOU'LL NEVER CATCH ME!
SUPERFAST SHUTTLE
WAAHH, MAYBE I'D BETTER LOOK FOR A NEW JOB!
PIUUUUU
I JUST NEED TO WAKE UP! AND FAST!
NOW LET JAYDEN GO!
I WILL IF YOU LET ME GO!
FULLY EQUIPPED BUGGY

DREAMCRAFT

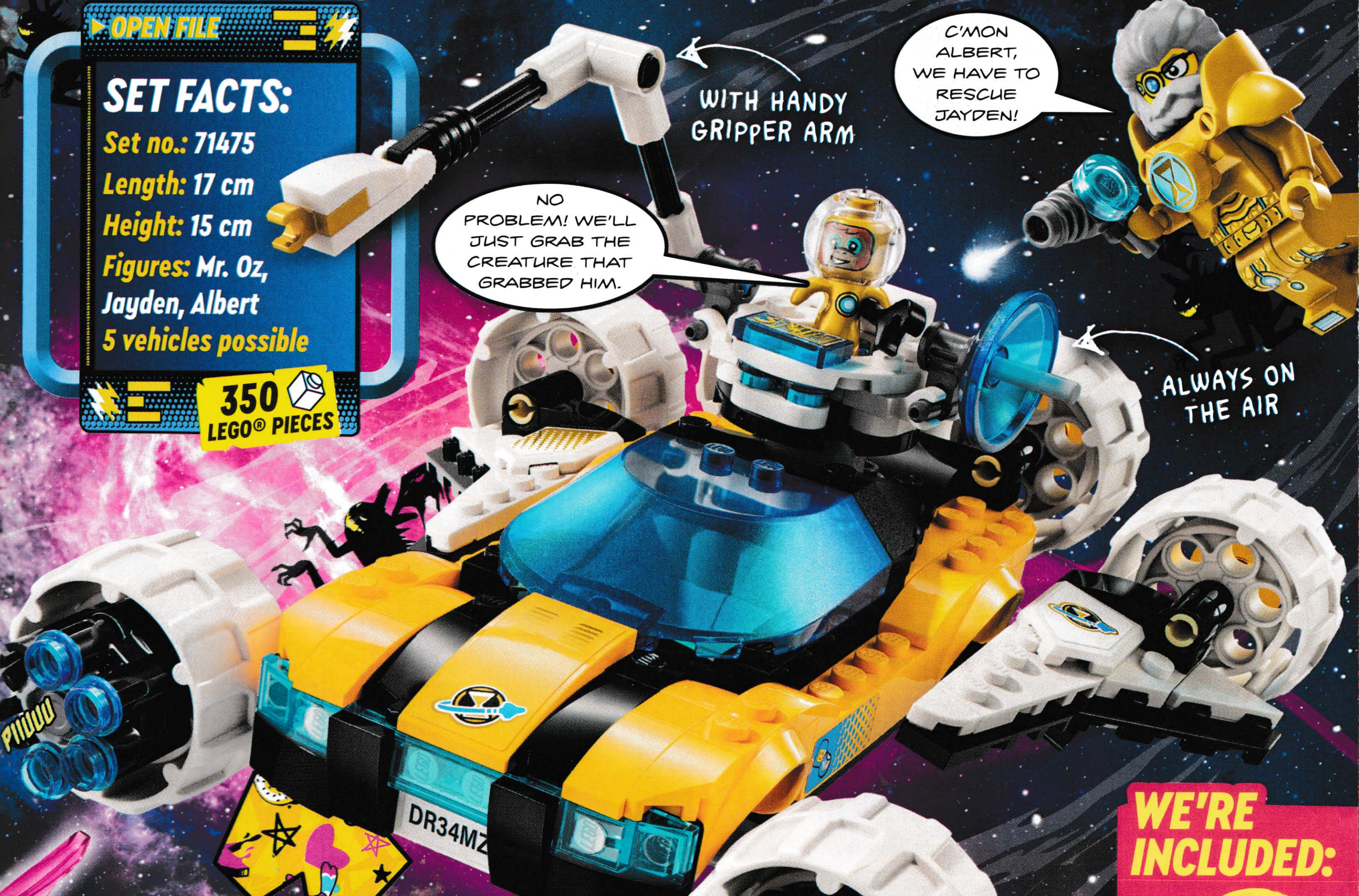
How would you catch dark creatures in space? Use your **LEGO® bricks** to build a **Dream Spacecraft**.

OPEN FILE

SET FACTS:

Set no.: 71475
Length: 17 cm
Height: 15 cm
Figures: Mr. Oz, Jayden, Albert
5 vehicles possible

350 LEGO® PIECES

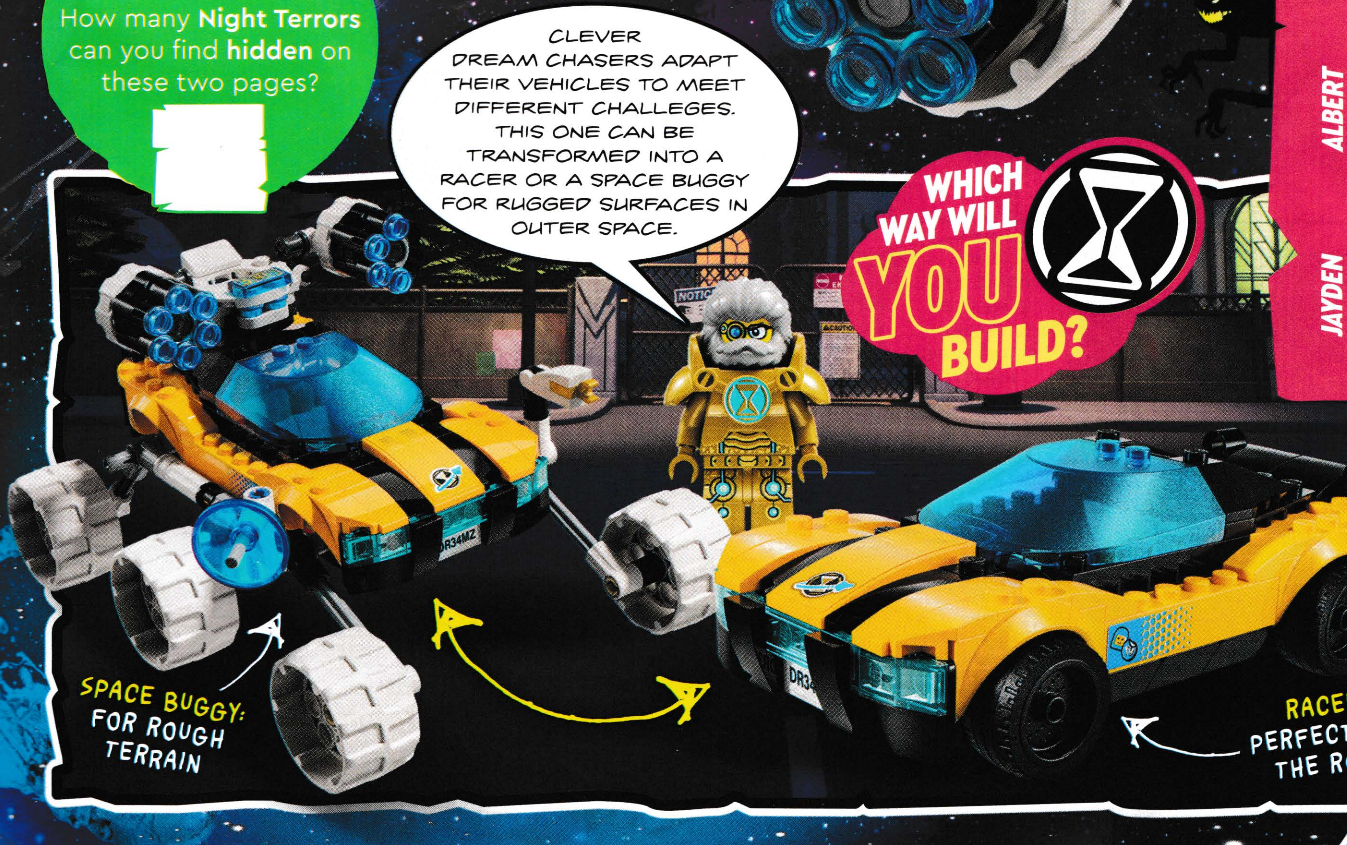

WITH HANDY GRIPPER ARM
C'MON ALBERT, WE HAVE TO RESCUE JAYDEN!
NO PROBLEM! WE'LL JUST GRAB THE CREATURE THAT GRABBED HIM.
ALWAYS ON THE AIR
PIUUU
DR34MZ
POWERFUL SPACE BLASTER

HIDDEN TERRORS

How many **Night Terrors** can you find **hidden** on these two pages?

WE'RE INCLUDED:

MR. OZ
ALBERT
JAYDEN


CLEVER DREAM CHASERS ADAPT THEIR VEHICLES TO MEET DIFFERENT CHALLEGES. THIS ONE CAN BE TRANSFORMED INTO A RACER OR A SPACE BUGGY FOR RUGGED SURFACES IN OUTER SPACE.
DR34MZ
SPACE BUGGY: FOR ROUGH TERRAIN
RACER: PERFECT FOR THE ROAD

WHICH WAY WILL YOU BUILD?

Answers on page 34.

TRAINING FOR DREAM CHASERS

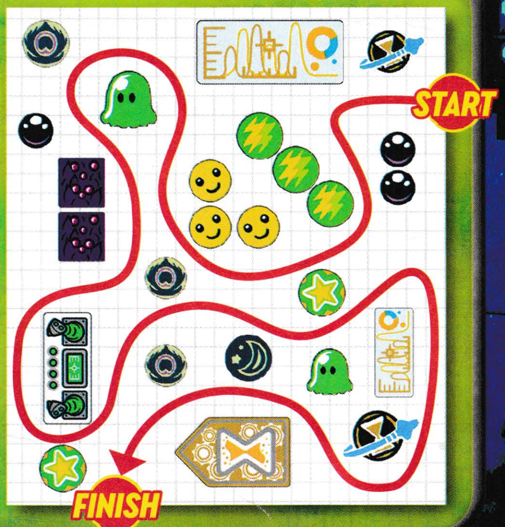
PART 1 OF 2

TAKE YOUR CONCENTRATION TO THE NEXT LEVEL!

Inspiration, **creativity** and **focus** are the essentials of **dreamcrafting**! Dream Chasers must always be one step ahead of their dark enemies, so they train their mental skills with **challenging memory games** in the Cyber Realm.

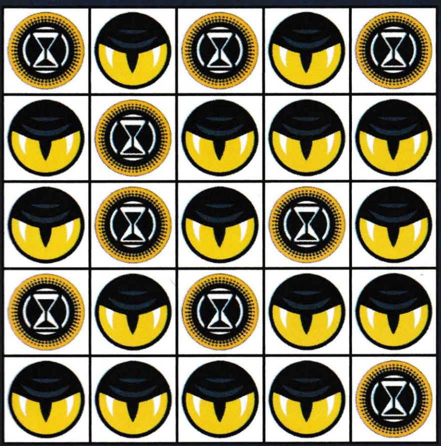
1 MEMORISE THE WAY!

See this **path** (red line) through the **world of symbols**? Take a minute to focus on this **route** and try to **save it** in your mind. Then turn to page 31.

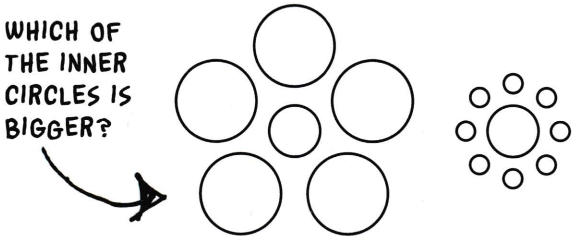

START
FINISH

2 MEMORISE THE PATTERN!

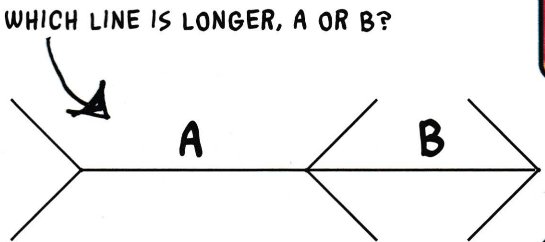
This time, take a minute to focus on the **location** of every **space** that contains an **hourglass**. When you're ready, go to page 31.



MURKY REALM ILLUSIONS!


WHICH OF THE INNER CIRCLES IS BIGGER?

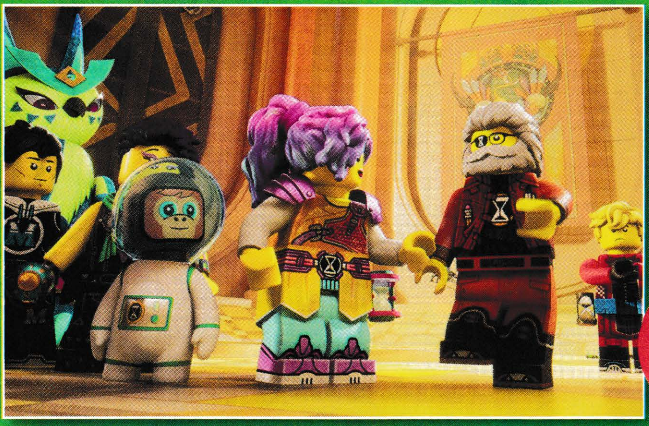
SEEING IS BELIEVING, HIHIHI!


WHICH LINE IS LONGER, A OR B?
A
B

THE ATTACK ON CASTLE NOCTURNIA... THAT WAS HARD!

3 MEMORISE THE PICTURE!

Take a minute to examine the **picture** and memorise every **detail**. Then go to page 31.



PART 2 IS ON PAGE 31

PSSSST!
DON'T TELL ANYONE!

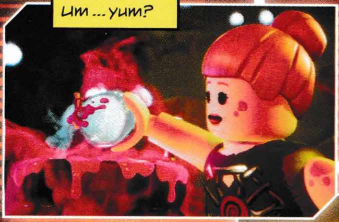
THE SECRETS OF THE NIGHT BUREAU!

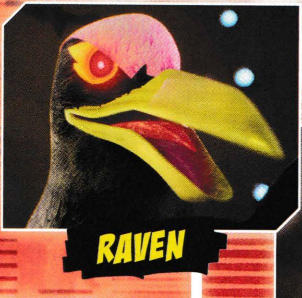
FILE NO. 4

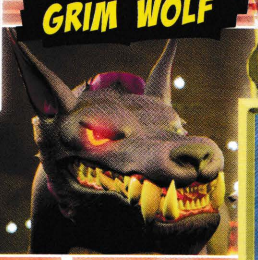
LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

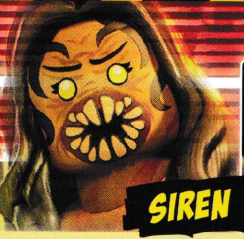
AWFUL CREATURES DON'T SHOCK US!

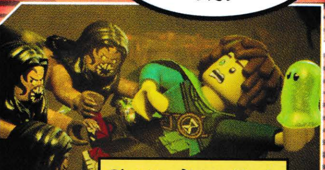
THE MURKY REALM!


Today's recipe is for ***nightmare soup.*** Um ... yum?



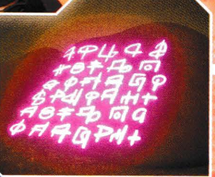


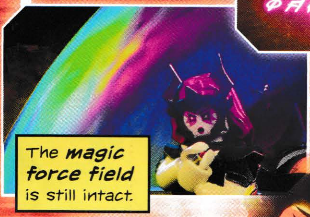


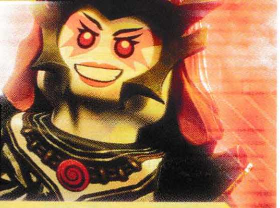

Sirens often attack in ***groups.***

▶ SHADY CREATURES

The Murky Realm is full of sinister creatures. The **glowing red eyes** of the ravens and wolves show that they are **under the power** of a mysterious witch. Sirens are especially **cunning** because they lure victims with their irresistible song. Only Logan's bombastic beats can scare them away.


Mystical signs illuminate the boundary stone.

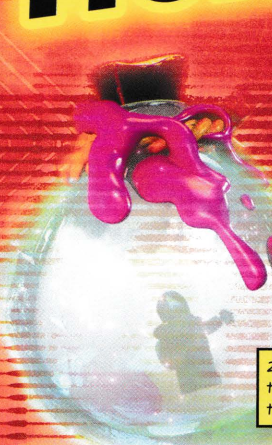

The ***magic force field*** is still intact.

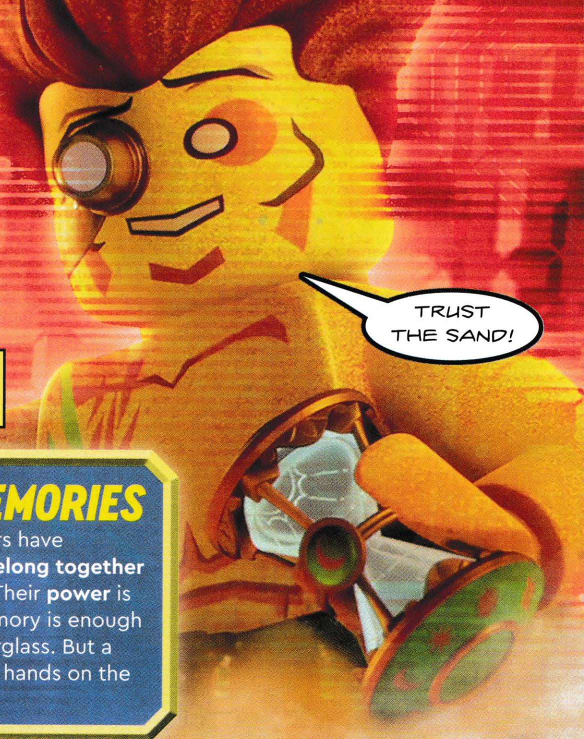

The witch has ***escaped.*** This means trouble.

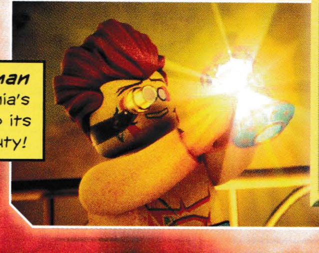
▶ A NEW THREAT

The Dream Chasers just barely managed to escape from the **strange woman** with the boiling red cauldron who wanted to trap them inside their memories forever. That didn't work, but she did use her **dark and sinister powers** to break out of the magical prison that has protected the Dream World from her for a long time. And now she is looking for **revenge** ...

DREAMZzz™ SEASON 1 EPISODE 14


Zoey's song was trapped inside this ***phial.***

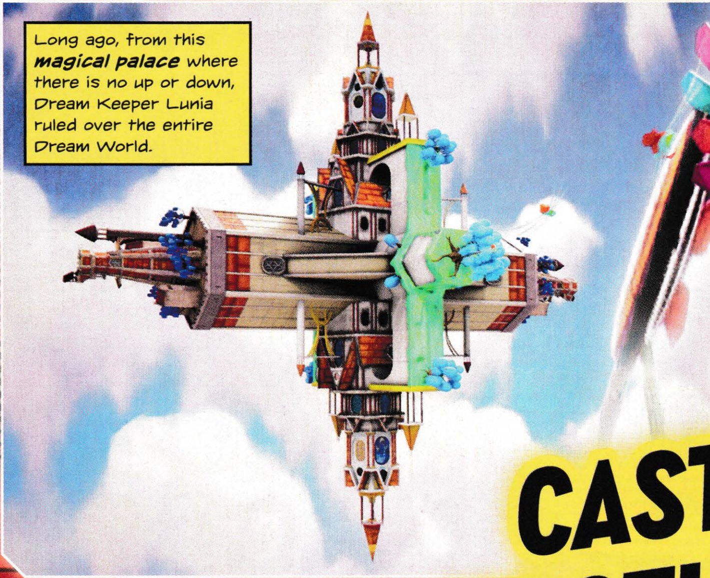

TRUST THE SAND!


The ***Sandman*** returns Lunia's hourglass to its former beauty!

▶ THE POWER OF MEMORIES

In the Murky Realm, the Dream Chasers have learned that **dreams** and **memories belong together** and can be stored in **memory flasks.** Their **power** is so **enormous** that a single shared memory is enough for the Sandman to repair Lunia's hourglass. But a shady underling also wants to get her hands on the memories.

CASTLE NOCTURNIA



Long ago, from this ***magical palace*** where there is no up or down, Dream Keeper Lunia ruled over the entire Dream World.

FILIPPO ACHAEMENID DARIUS CAMBYSES

PHIL THE MANTICORE

As **guardian of Castle Nocturnia,** Phil is one of the **most powerful beings** in the Dream World. He uses the crystals on his **scorpion tail** to generate blasts of energy that destroy Night Terrors and turn living creatures into glass.

Migo tried to use ***dream energy*** to persuade Lunia...

...and instead became the ***Nightmare King***.

ASSAULT ON NOCTURNIA

After Lunia's hourglass had been **repaired** and the Dream Chasers had **proven themselves**, the Nightmare King launched an attack on Castle Nocturnia. Even though the **castle** was successfully **defended** from his dark hordes, the sinsister ruler managed to **capture Z-Blob**.

SHOCKING DISCOVERY

With the help of a secret gadget for **light holograms**, the Dream Chasers found out what really happened to **Lunia**. Amazing, but true: an explosion of dream energy during an argument turned **Migo**, Lunia's own creation and friend, into the **dreaded Nightmare King**.

A nightmarish ***evil*** spreads ***across the sky***.

LUMITRON BLASTORIA

In 1577, Dream Keeper Shin built the fearsome light blaster known as the ***Lumitron Blastoria***.

DREAMZzz™ SEASON 1 EPISODE 17

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POWERFUL PARTNERS

The Dream Chasers can always count on their **Night Bureau allies** to help them defeat nightmare creatures. They include **Phil the Manticore**, guardian of Castle Nocturnia, and the **Sandman**, who has a fortress in the Murky Realm.

OUR NETWORK IS UNSTOPPABLE!

Logan's skills as a DJ came in handy in the Murky Realm. The loud beats from his "***eardrum death punch***" scared off the evil sirens and saved the whole team.

TRAINING FOR DREAM CHASERS

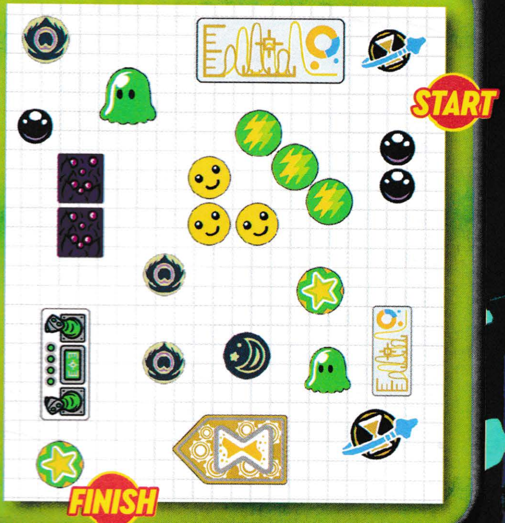
PART 2 OF 2

Have you already **memorised** the **way**, the **pattern** and the **picture** on page 28? If the answer's yes, then it's time to put your **skills** as a Dream Chaser **to the test**.

GIVE IT YOUR ALL AND BECOME PART OF THE TEAM, BRO!

1 DRAW THE WAY!

Use a pencil to draw the **way** you **memorised** on page 28. But no looking back at page 28! No worries if you make a few mistakes.


START
FINISH

2 MARK THE PATTTERN!

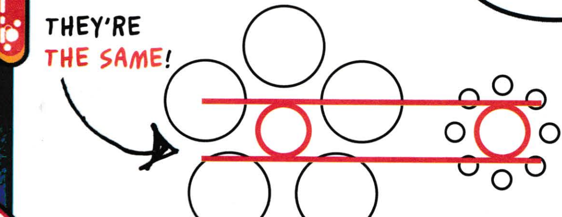
Still remember the **pattern** from page 28? Now, put a mark on the **letter grid** wherever there was an hourglass. Don't look back at page 28! If you put the marked letters together in the **right order**, you will come up with the **solution word**.

N	S	O	A	C
R	T	H	G	D
B	U	K	R	L
N	F	I	S	T
M	P	E	Z	A

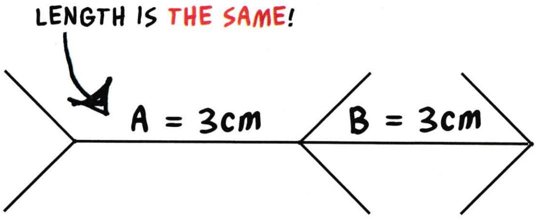
WRITE IT HERE!

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

MURKY REALM ILLUSIONS!

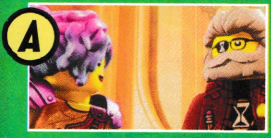

THEY'RE THE SAME!

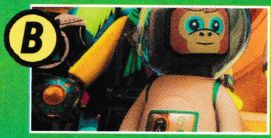
HA, YOU CAN'T FOOL ME!

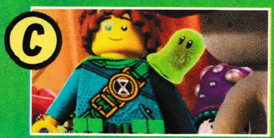

LENGTH IS THE SAME!
A = 3cm
B = 3cm

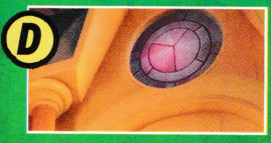
3 SPOT THE DIFFERENCES!

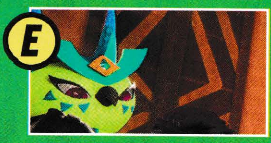
Think back to the picture on page 28. **Three of the picture details** below were **not** in the original picture. Mark them without peaking.

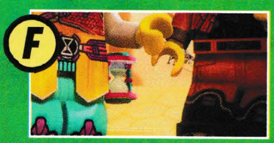

A

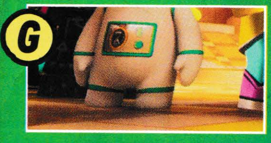

B

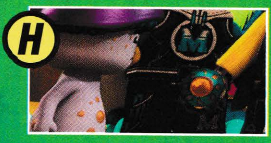

C

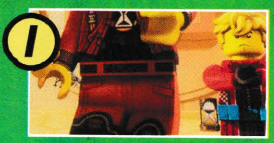

D


E


F


G


H

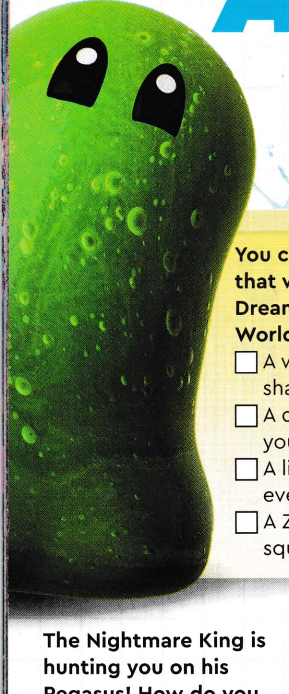

I

I KNOW THE ANSWERS... BECAUSE I WAS THERE!

Answers on page 34.

WHAT DEFINES YOU AS A DREAM CHASER?

As a **Dream Chaser** you have to trust your **own creative instincts**. Read each of the **questions** below and immediately mark the **decision** you would make in each situation. When you're done, check the **result**.

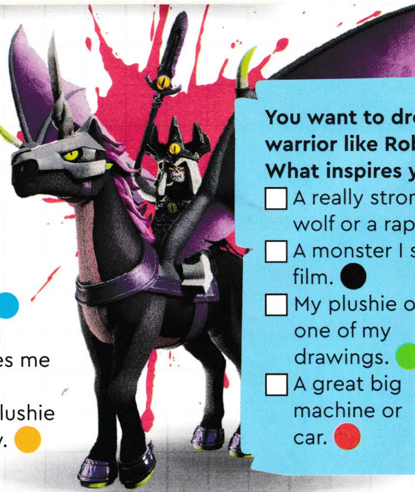


You can dreamcraft a companion that will stay with you in the Dream World and the Waking World. Which would you choose?
- ☐ A walking boxing glove with sharp teeth. 🔵
- ☐ A dark shadow that covers you. ⚫
- ☐ A living computer that figures everything out. 🔴
- ☐ A Z-Blob, of course: sweet, squeezable and brave. 🟠

The turtle doesn't feel like walking today. What do you do to make it walk?
- ☐ Nothing! I dreamcraft a lorry that can transport it. 🔴
- ☐ I imitate the cry of a nightmare wolf to make it run. 🟣
- ☐ I use a dreamcrafted mega-lettuce as bait. 🟠
- ☐ I put on cool music that puts it in the mood to walk. 🔵

Snivel, Sneak and Susan want to steal jelly from the Candy Realm. How do you scare them off?
- ☐ Actually, I think they deserve sweets every now and then. 🟢
- ☐ I show off my power and order them to leave. 🟣
- ☐ I fire off a few rounds with my cake launcher. 🟡
- ☐ I catch them in a net made of liquorice. 🔵

The Nightmare King is hunting you on his Pegasus! How do you escape him?
- ☐ I don't. Instead I make a deal with him to increase my power. ⚫
- ☐ Escape him? No! I dreamcraft a sword and challenge him to a duel. 🔵
- ☐ I dreamcraft a digger and and dig a tunnel that takes me to the next world. 🟡
- ☐ I dreamcraft the fastest plushie imaginable and ride away. 🟠



You want to dreamcraft a warrior like Robot Z-Blob. What inspires you?
- ☐ A really strong animal like a wolf or a raptor. 🔵
- ☐ A monster I saw in a horror film. ⚫
- ☐ My plushie or one of my drawings. 🟢
- ☐ A great big machine or car. 🔴

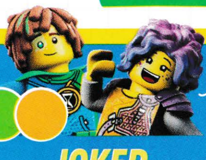
Dream breakfast at Mrs. Castillo's – but her oven isn't working. What is your next move?
- ☐ I dreamcraft a burrito maker. 🟡
- ☐ I go on a quest for a new stove in the dangerous kitchen world. 🔵
- ☐ I help her prepare breakfast and sneak a few bites. 🟢
- ☐ I drive away all the customers so no one has to bother making any. ⚫

The Crocodile Car is on the loose in the Jungle Realm. How do you catch it?
- ☐ I dreamcraft some fish paste and use it as bait. 🟠
- ☐ I dreamcraft an all-purpose crocodile attractor. 🟡
- ☐ I jump onto his back and tame him like a rodeo rider. 🔵
- ☐ I get a horde of Grimspawn to hunt him down and trap him. 🟣

A Grimkeeper has imprisoned your best friend. What do you do?
- ☐ I attack the Grimkeeper and break open the cage. 🔵
- ☐ I dreamcraft a giant pair of pliers and grab hold of the Grimkeeper. 🔴
- ☐ I put a slippery banana peel in his path. 🟢
- ☐ I order him to bring all prisoners to my fortress immediately. 🟣

RESULT

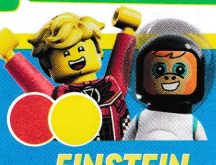
NOW GO BACK AND SEE WHICH COLOURS YOU CHOSE THE MOST. WHICH TYPE ARE YOU?



🟢🟠

JOKER

You picked mostly the **green** and **orange** answers? Then you are brave and fun-loving like **Mateo** or **Izzie** and are inspired by the things in your room.



🔴🟡

EINSTEIN

Red or **yellow** were your favourite answers? Then just like **Albert** or **Cooper**, you love to invent clever gadgets and look to cool machines for inspiration.

🔵🔵

DAREDEVIL

If you chose the **blue** answers most often, then you have a flair for adventure like **Zoey** or **Logan** and are inspired by your favourite heroes.

⚫🟣

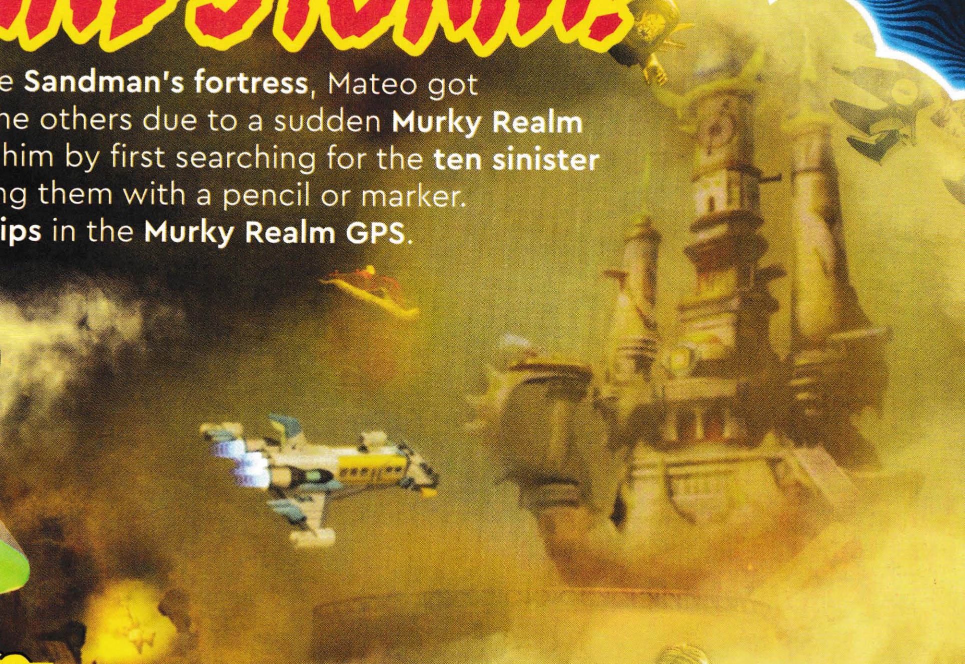
MEANIE

Black and **purple** are your style? Shady! You could follow in the footsteps of the **Night Hunter** and command an army of Grimspawn together with the **Nightmare King**.

LOST IN A SANDSTORM!

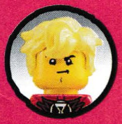
On the way to the **Sandman's fortress**, Mateo got separated from the others due to a sudden **Murky Realm sandstorm**. Help him by first searching for the **ten sinister Sirens** and marking them with a pencil or marker. Then follow the **tips** in the **Murky Realm GPS**.

EVEN A SANDSTORM IS NO MATCH FOR MY JETPACK'S POWER!

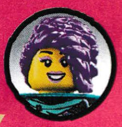


MURKY REALM GPS

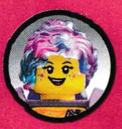
These **tips** lead you to the **real** Sandman's **castle**!



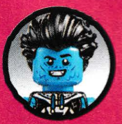
COOPER SENDS YOU TO THE **NORTH**.



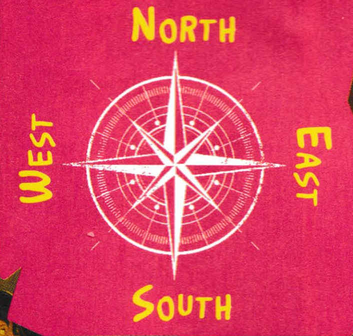
ZOEY POINTS YOU TO THE **SOUTH**.



IZZIE TELLS YOU TO GO **EAST**.

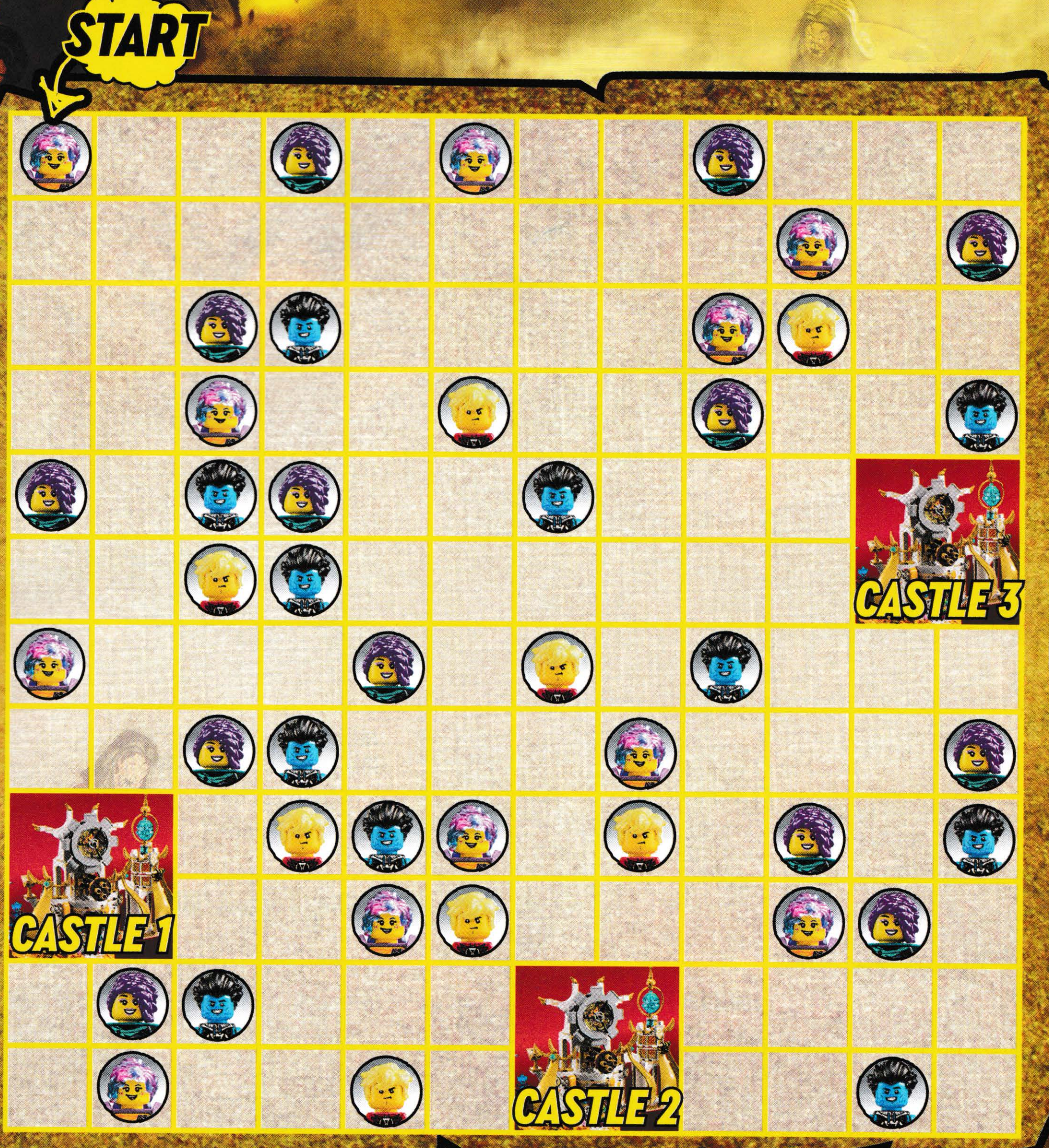


LOGAN SAYS TO HEAD **WEST**.


NORTH
WEST
EAST
SOUTH

WATCH OUT!

The **Nightmare King** is sneaking up on you. Can you **find** him?


START
CASTLE 3
CASTLE 1
CASTLE 2

Answers on page 34.

AMAZING MECH ACTION COMING SOON!

TERRIFIC TOY: Z-BLOB MECH

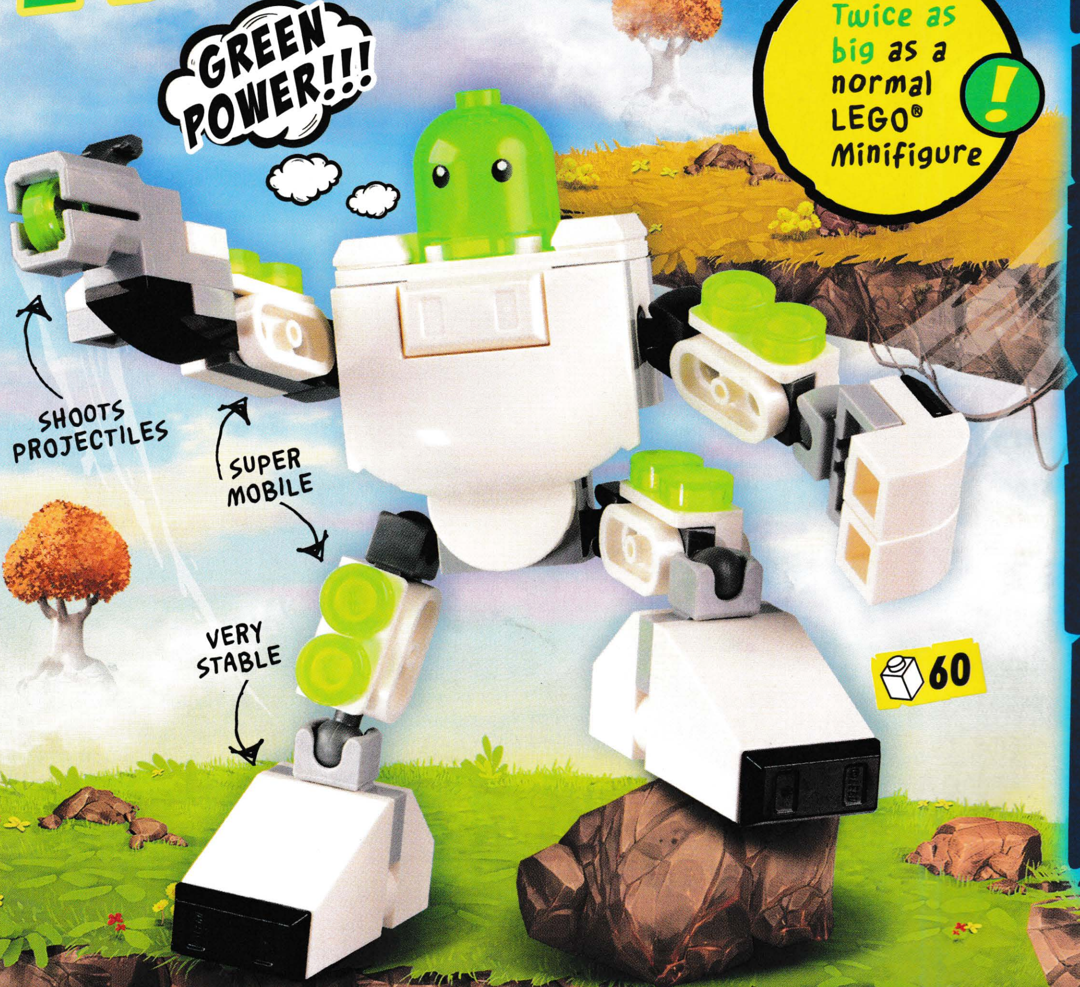


Photo: Stefan Heilemann

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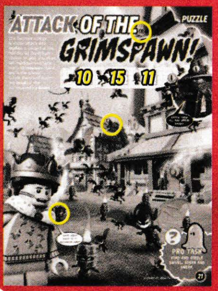
ANSWERS:

PAGE 3 BONUS

On pages 22, 25, 27, 28, 31, 32

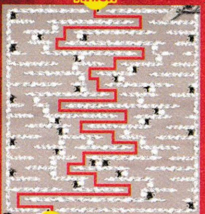
PAGE 21 ATTACK OF THE GRIMSPAWN!



Pro task (yellow circles)

PAGE 23 EYES ARE EVERYWHERE!

The path (red line) with the fewest spying eyes (9)



PAGE 26/27 HIDDEN TERRORS

9 Night Terrors (circled in yellow)

ACTION
FAR OUT SPACE CHASE!

PAGE 31

MARK THE PATTERN!

Solution: NOCTURNIA

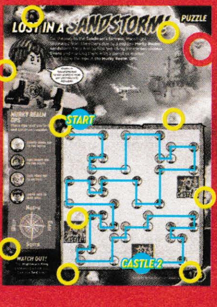
SPOT THE DIFFERENCES!

C, D, H

PAGE 33

LOST IN A SANDSTORM!

10 Sirens (yellow circles)



I BET YOU GOT EVERYTHING WRONG!!

MURKY REALM GPS

Castle 2 (blue line)

WATCH OUT!

Nightmare King (red circle)

We want to hear from YOU!

HELP US MAKE A BETTER MAGAZINE

WE ARE ALWAYS WORKING ON IMPROVING THE FORMULA OF THE MAGAZINE, SO TELL US HOW MUCH YOU LIKE OUR MAGAZINES, HOW YOU PLAY WITH THE TOYS AND EVERYTHING IN BETWEEN!

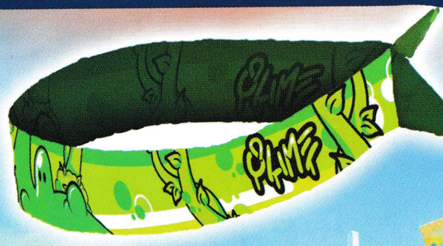
ASK A GROWN-UP TO SCAN THIS CODE OR VISIT LEGO.COM/MAGAZINES TO TAKE THE SURVEY RIGHT AWAY!

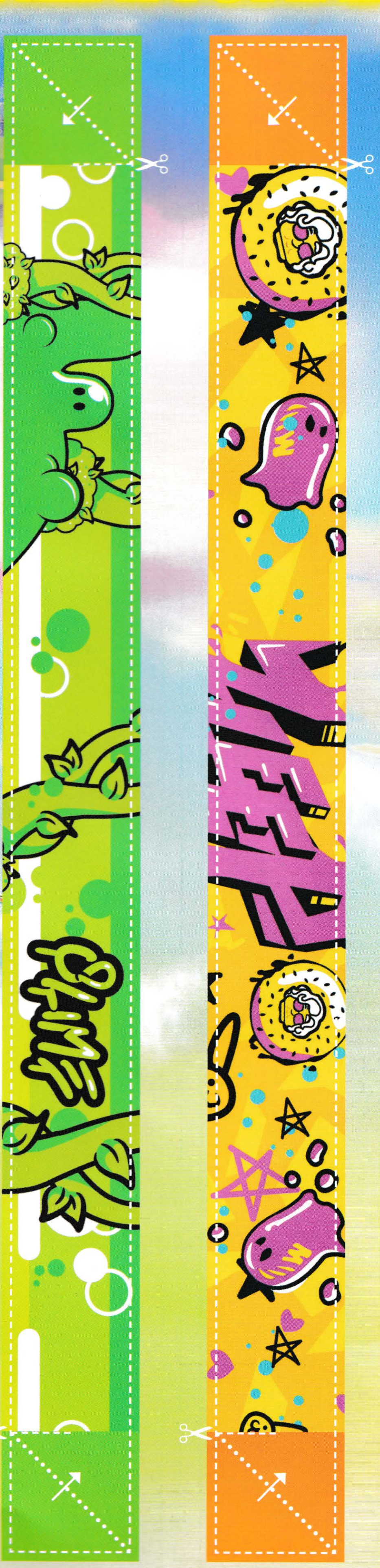
DREAMCRAFT YOUR OWN AIRSHIP

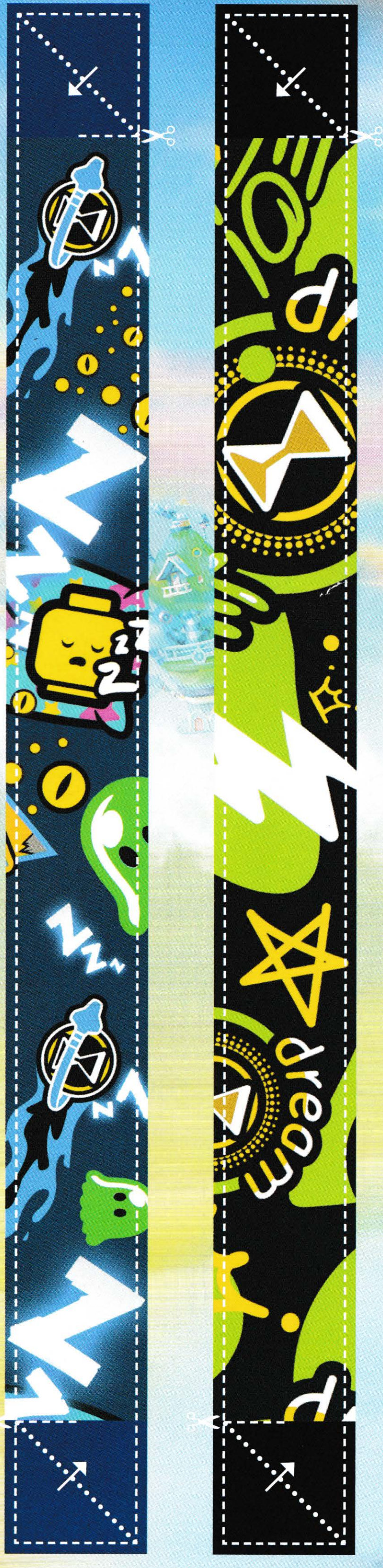
With four **easy steps** you can dreamcraft your own airship:

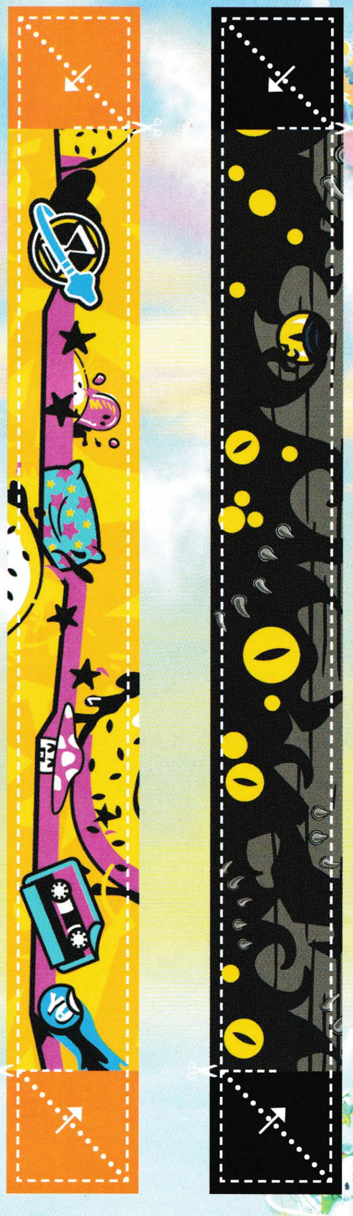
1. Cut out the paper strips.
2. Cut at the marked lines up to the middle of the paper strip.
3. Fold the triangular ends at the dotted line.
4. Interlock the strip at the cut ends to form an oval.

When you **drop** the newly crafted airship, it **starts spinning** and takes on the **shape of a zeppelin**.









TIP: IF YOU GIVE IT A LITTLE NUDGE IN THE RIGHT DIRECTION, IT WILL START SPINNING EARLIER.

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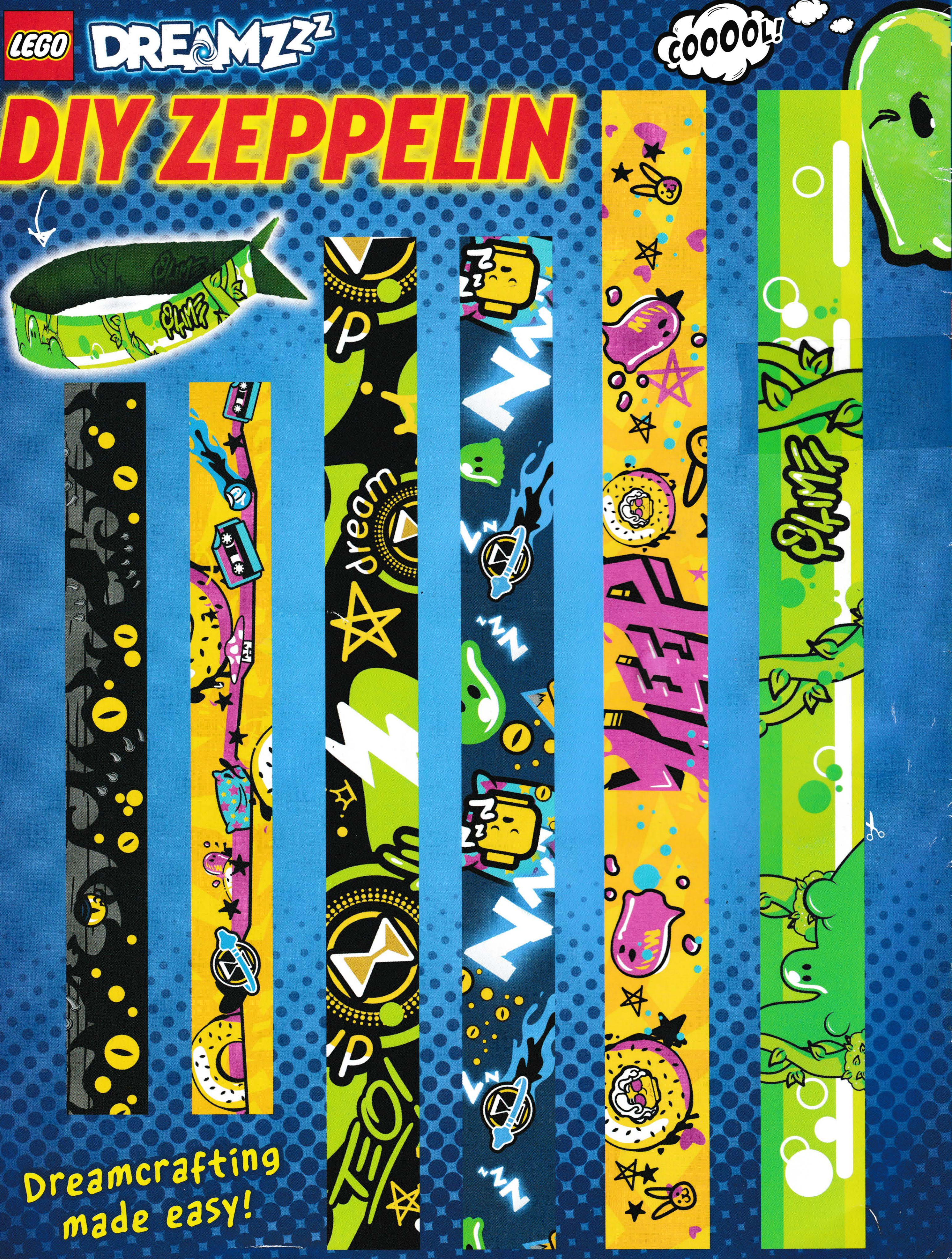
LEGO DREAMZzz

DIY ZEPPELIN


COOOOL!
dream
PLIMZ
TEO

Dreamcrafting made easy!